retro GAMER PRESENTS

ULTIMATE FAN'S GUIDE TO POKÉMON

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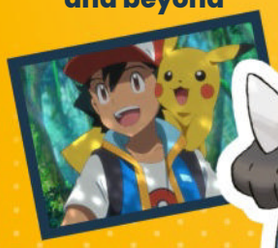
SAFARI ZONE

Get up close and personal with iconic monsters

ANIME ADVENTURES

Explore the journey of Ash Ketchum and beyond



INSIDE EVERY POKÉMON IN THE POKÉDEX

CLASH OF CARDS

Everything you need to know about the trading card game

EVERY REGION EXPLORED • DEFINING GAMES • ESSENTIAL TRAINER TIPS

100% UNOFFICIAL

Digital Edition

FUTURE

SECOND EDITION

WELCOME

Welcome to the world of *Pokémon*! This cute creature-capturing series has captivated the world for over 25 years. With videogames, animated series, trading cards, toys, movies and more, the Pocket Monsters are a versatile set of celebrities you can't help but fall in love with.

Whether your first experience of *Pokémon* was getting your own starter in one of the videogames, watching Ash Ketchum try to become a Pokémon Master or wandering around the real world capturing critters with *Pokémon Go*, it feels like everyone has a story about *Pokémon* that unites us.

In this essential compendium, we will celebrate all things *Pokémon* by showing you the very best the series has to offer. Journey across each of the regions of the Pokémon world and explore the adventures on offer, from Kanto all the way to Paldea. And what's a *Pokémon* celebration without celebrating the monsters themselves? Get ready to meet each monster in our Safari Zone features and examine some of our favourites in detail.

We will also examine the card game and teach you some of the basics. If watching *Pokémon* is more your thing, we'll also pay tribute to the adventures of Ash Ketchum. Plus, delve into the wild world of *Pokémon* mashups!

So what are you waiting for? A world of adventures with Pokémon awaits. Let's go!

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FULL MAP ON PAGE 16

ADVENTURES IN KANTO

The land where it all started, Kanto is a region that is highly important to the Pokémon world

This colourful little country in the Pokémon world is the home to so many firsts. It's the setting for the very first *Pocket Monster* games (*Red, Green & Blue*), it is where Ash Ketchum met Pikachu and embarked on his quest to be a Pokémon Master, and it's the place where the first 151 Pokémon call home!

It's a calm, understated land without as many notable landmarks compared to the later *Pokémon* games. However, Kanto is not to be snorted at! It is a hotspot for captivating wildlife: the leafy inter-town Routes and Viridian Forest are perfect habitats for Grass, Bug, Normal and Flying Pokémon, whereas the mysterious Mt Moon and craggy Rock Tunnel are ideal living quarters for Zubats and Geodudes.

There are plenty of towns to visit, too. Pallet Town is where countless adventures begin, where Professor Oak sends young Trainers off with a Pokédex and a Bulbasaur, Squirtle, Charmander... or Pikachu if you wake up late. Celadon City and Saffron City are bustling urban areas inspired by Japan's Tokyo. Spooky Lavender Town is a hotspot for Ghost types, so be brave if your journey takes you that way. Finally, you might want to stop by the burned-out mansion in Cinnabar Island – people say it might hold some secrets behind the Legendary Pokémon Mewtwo and its ancestor, Mew.

POKÉMON RED & BLUE

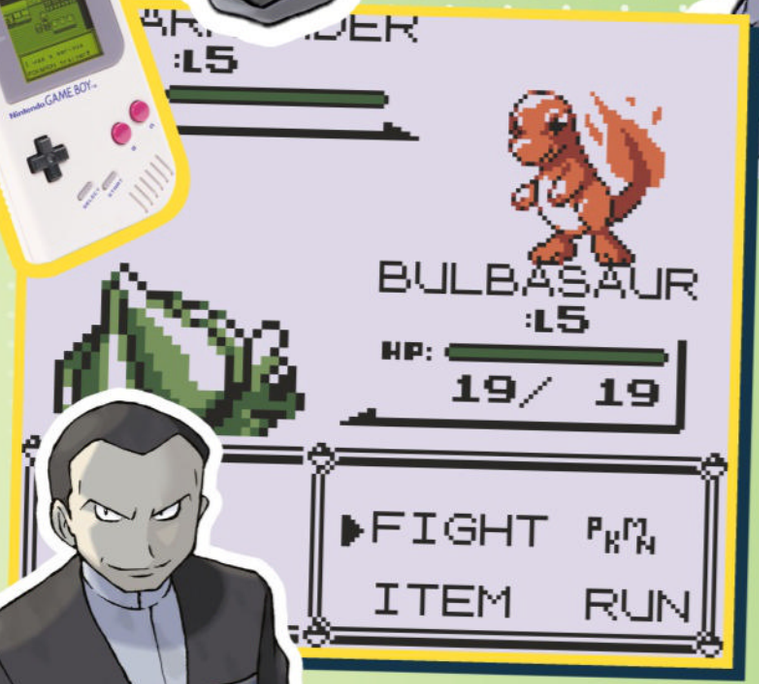
The games that captured us all

Inspired by a childhood of bug-catching, Satoshi Tajiri was first inspired to make *Pokémon* when he saw Nintendo's Game Boy. He was so excited about how you could link two of the handhelds together with a cable that he pictured monsters crawling through the wire, and he soon set to work designing his masterpiece with artist Ken Sugimori at their company, Game Freak.

Pokémon was first released only in Japan as *Pokémon Red & Green* versions, and once the Pocket Monsters proved their worth in their home country, they invaded the rest of the world in the improved pair of games, *Red & Blue*.

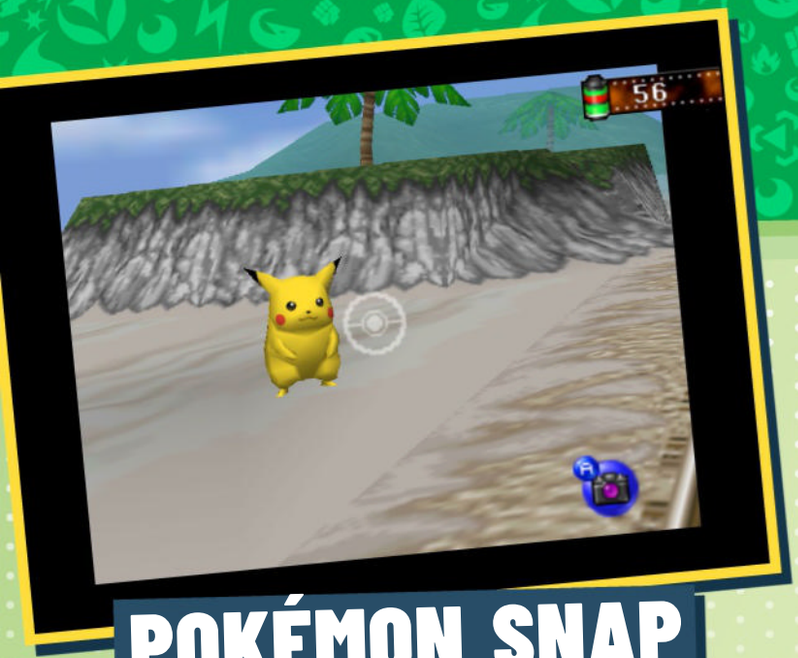
The wonderful cast of creatures, the laid-back story, and the fact you could trade and battle monsters with your friends made *Pokémon* an instant hit. Meanwhile, the newly launched anime and trading card game brought those humble Game Boy graphics to life. All that combined to make Poké Fever explode like a self-destructing Electrode and paved the way for the series' future success.

Today, the original games might appear a little difficult to get to grips with because, after so many years, the *Pokémon* formula has been fine-tuned and evolved so much over the years that *Pokémon Red & Blue* might seem a little barebones. However, they are well worth exploring for the history lesson, and they still hold as much charm as they did when they first arrived in the 1990s.



POKÉMON YELLOW

Sporting everyone's favourite electro-mouse on its cover, *Pokémon Yellow* acts as an ultimate version of *Pokémon Red, Green & Blue*. While you start with a Pikachu partner, you later pick up a Bulbasaur, Squirtle and Charmander, letting you live out your Ash Ketchum dreams on the Game Boy. You'll even bump into Team Rocket's Jessie and James!



POKÉMON SNAP

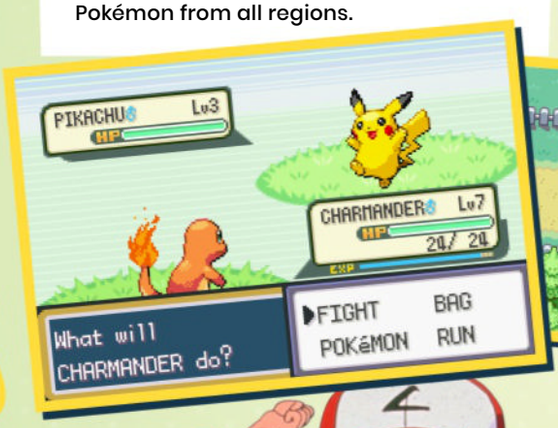
Lights, camera, action!

Released for the 3D-capable Nintendo 64, *Pokémon Snap* showed Pokémon in their natural habitats like never before. You step behind the camera of Todd Snap as he ventures on a safari to take pictures of Pokémon in the wild. What this means in gameplay terms is that you control Todd's camera to take photos of Pokémon as his Zero-One vehicle travels through a set of different levels. Better photos will earn you a higher score, so keep that camera steady!

POKÉMON FIRERED & LEAFGREEN

Evolving the originals

Pokémon Red & Green were only eight years old when this duo of remakes arrived on Game Boy Advance in 2004. Taking in the lessons learned with *Pokémon Gold & Silver* and *Pokémon Ruby & Sapphire*, *FireRed & LeafGreen* delivered a more modernised version of the original adventure. It's not all about memory lane, too! In these updated versions, you get to explore the mysterious Sevii Islands off the coast of Kanto, home to Pokémon from all regions.



INDIGO LEAGUE

To be the best there ever was

As we mentioned earlier, the adventures of Ash Ketchum began in the Kanto region, in Pallet Town, like many of us Trainers! After a fateful meeting with a moody Pikachu and a high-stakes bonding session involving a storm of Spearows, the dynamic duo were inseparable and embarked on many unforgettable adventures.

This timeless classic anime arc holds up phenomenally well and is worth checking out time and again. You can see it for yourself on Netflix or watch.pokemon.com.

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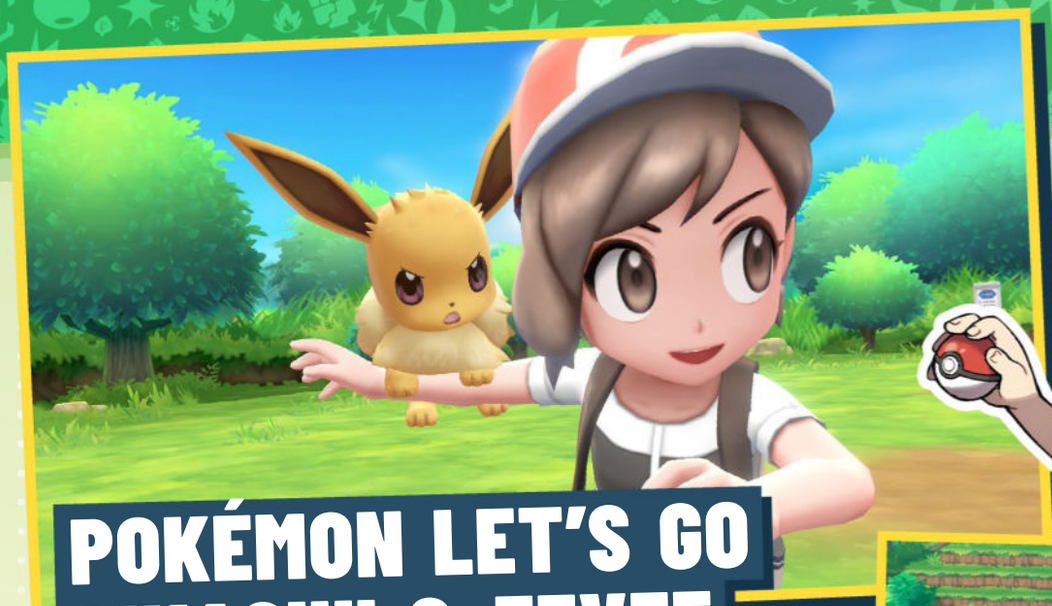


POKÉMON LET'S GO PIKACHU & EEVEE

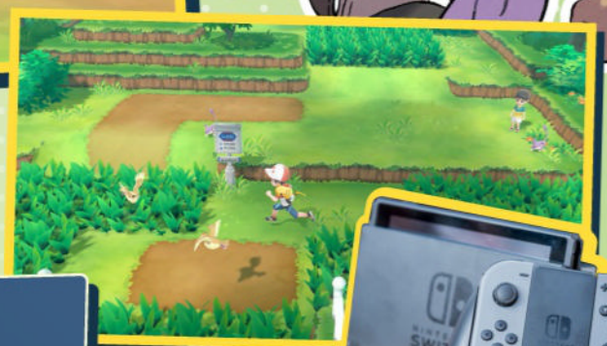
Alone, you can do so little; together, you can do so much...

As a large amount of the Kanto games were released almost 30 years ago, they are tough to track down and play today. Rather than digging around an attic for a Game Boy and plundering a second-hand store for a copy of *Red*, *Blue* or *Yellow*, why not try one of the *Let's Go* games instead?

Released for Nintendo Switch in 2018, *Let's Go Pikachu & Eevee* are reimagined versions of *Pokémon Yellow*. That means these modernised masterpieces bring a wonderful new vision to an old adventure. From a *Pokémon Go*-like catching system to full 3D graphics and an adorable Partner Pokémon, the *Let's Go* games are perfect for old fans and newcomers alike.

The major feature, as you might have guessed, is the title 'Partner' Pokémon who follow you on your adventure. Pikachu and Eevee aren't too fond of their Poké Balls, so they will travel on your head as an ever-present companion – they might even gift you an item every now and then. Be warned, though: much like the Pikachu in *Pokémon Yellow*, your Partner Pokémon prefer to keep their original forms and refuse to evolve. The upside is that you get to teach them exclusive moves that only they can learn!

Pokémon purists might prefer the original *Red, Blue, Green & Yellow or FireRed & LeafGreen* but as far as we are concerned, the *Let's Go* games show Kanto off the best. One thing we *won't* weigh in on, though, is who is better: Pikachu or Eevee.



POKÉ BALL PLUS

Bundled with the *Let's Go* games, this optional special Poké Ball gadget acts as a controller. With it, you can mimic a throwing action to catch wild Pokémon, and the device will rumble and light up like in the game. Additionally, you can use it to take a Pokémon out on a real-life walk and earn rewards.

SAFARI ZONE KANTO

#001 -151

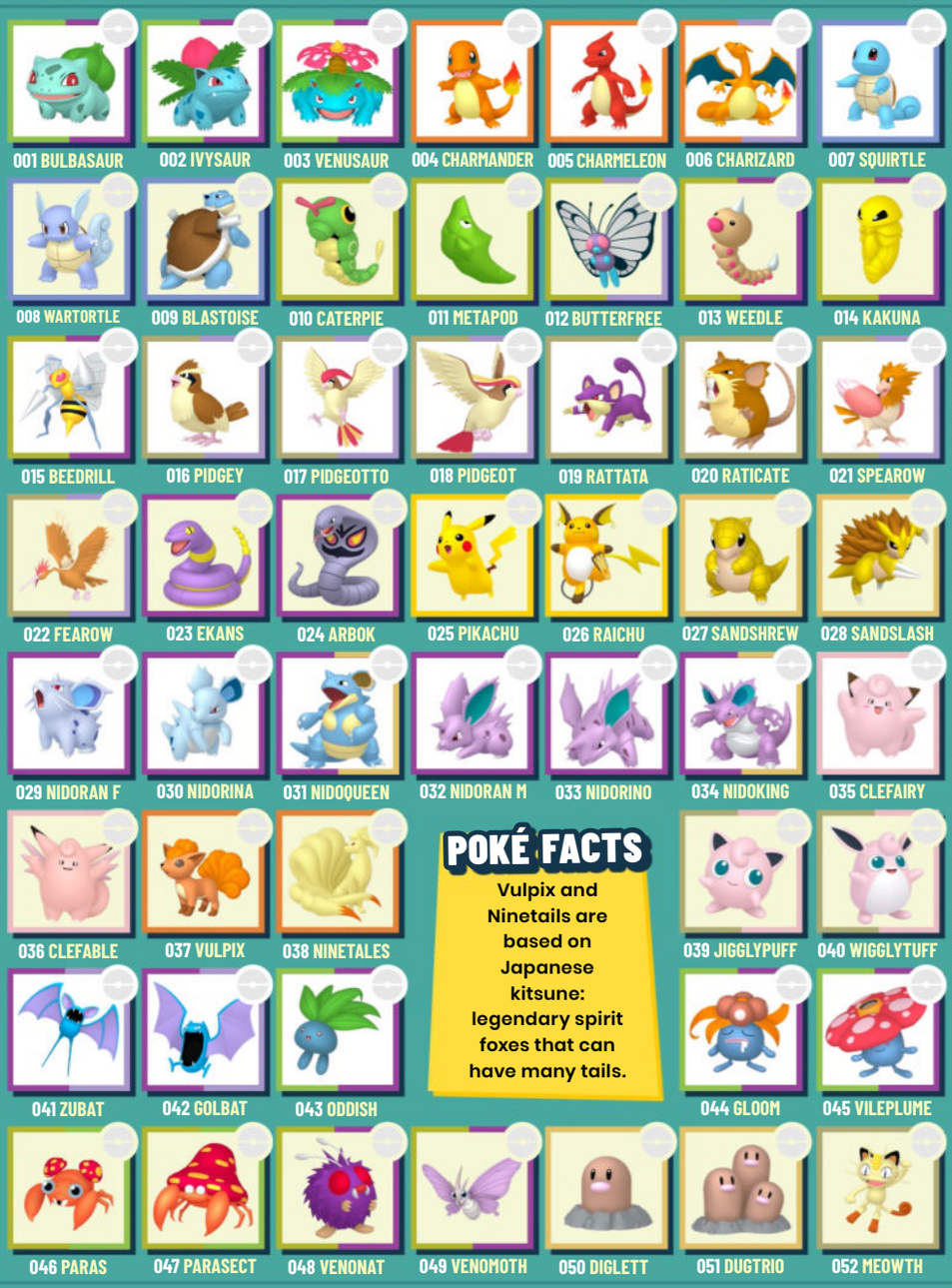
Meet the original 151!

Just take a look at this handsome lot! The first Pokédex of Pokémon needed to be a lovable enough bunch to win people over to the whole idea of 'gotta catch 'em all', and Game Freak knocked it out of the park.

All tastes are catered for with this brave bunch. Want something cute? Clefairy, Oddish or Pikachu. Something goofy? Mr Mime, Exeggutor or Slowpoke. How about a powerful-looking companion? Gyarados, Nidoking, Rhydon... the choices are endless!

And how about those starters? Everyone knows the lovable looks of Bulbasaur, Squirtle and Charmander! No matter who you chose, you were a winner, as Venusaur, Blastoise and Charizard are all formidable monsters that are still firm favourites today. Let's not leave out the star of *Pokémon Yellow* and the anime, too. In many ways, Pikachu *is Pokémon*: the mascot of the entire series, and the adorable little electro-mouse is as famous as any Marvel Superhero, Disney Princess or *Star Wars* Jedi.

The original package of Pocket Monsters are royalty, and many swear that they are still the best. They were designed with a bit more grounded realism than the monsters of today, and if you look closely, you might be able to figure out the real-life creatures they are based upon! Over the next few pages, we will pick out our favourites of the bunch...



POKÉ FACTS

Vulpix and Ninetails are based on Japanese kitsune: legendary spirit foxes that can have many tails.

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POKÉMON TYPES

- NORMAL
- FIRE
- WATER
- GRASS
- ELECTRIC
- ICE
- FIGHTING
- POISON
- GROUND
- FLYING
- PSYCHIC
- BUG
- ROCK
- GHOST
- DRAGON
- DARK
- STEEL
- FAIRY

TURN THE PAGE TO SEE OUR FAVOURITE KANTO POKÉMON

053 PERSIAN
054 PSYDUCK
055 GOLDUCK
056 MANKEY
057 PRIMEAPE
058 GROWLITHE
059 ARCANINE
060 POLIWAG
061 POLIWHIRL
062 POLIWRATH
063 ABRA
064 KADABRA
065 ALAKAZAM
066 MACHOP
067 MACHOKE
068 MACHAMP
069 BELLSPROUT
070 WEEPINBELL
071 VICTREEBEL
072 TENTACOOL
073 TENTACRUEL
074 GEODUDE
075 GRAVELER
076 GOLEM
077 PONYTA
078 RAPIDASH
079 SLOWPOKE
080 SLOWBRO
081 MAGNEMITE
082 MAGNETON
083 FARFETCH'D
084 DODUO
085 DODRIO
086 SEEL
087 DEWGONG
088 GRIMER
089 MUK
090 SHELLDER
091 CLOYSTER
092 GASTLY
093 HAUNTER
094 GENGAR
095 ONIX
096 DROWZEE
097 HYPNO
098 KRABBY
099 KINGLER
100 VOLTORB
101 ELECTRODE
102 EXEGGCUTE
103 EXEGGUTOR
104 CUBONE
105 MAROWAK
106 HITMONLEE
107 HITMONCHAN
108 LICKITUNG
109 KOFFING
110 WEEZING
111 RHYHORN
112 RHYDON
113 CHANSEY
114 TANGELA
115 KANGASKHAN
116 HORSEA
117 SEADRA
118 GOLDEEN
119 SEAKING
120 STARYU
121 STARMIE
122 MR MIME
123 SCYTHER
124 JYNX
125 ELECTABUZZ
126 MAGMAR
127 PINSIR
128 TAUROS
129 MAGIKARP
130 GYARADOS
131 LAPRAS
132 DITTO
133 EEVEE
134 VAPOREON
135 JOLTEON
136 FLAREON
137 PORYGON
138 OMANYTE
139 OMASTAR
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149 DRAGONITE
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POKÉ FACTS

Slowpoke tails are said to be delicious. Often, a Shellder will clamp onto its tail, evolving both of them into Slowbro.

> "The original package of Pocket Monsters are royalty"

THE STARTER POKÉMON

GROWING UP

The final evolutions of the Kanto starters are a trio of super-strong creatures. As Venusaur, the bulb on the back of Bulbasaur has blossomed into a huge flower capable of charging a powerful Solar Beam. Charmander grows wings and turns into the regal and fearsome Charizard – a massive fan favourite. While Blastoise has large cannons on its back: you don't want to get in the way of its Hydro Pump!

BULBASAUR

TYPE Grass/Poison
SIGNATURE MOVE Leech Seed

■ The first numbered Pokémon is a doozy. This leafy dinosaur uses the budding plant on its back to conjure vines, razor-sharp leaves and health-sapping seeds to battle against its foes. It's a great all-rounder, with wicked damage (Razor Leaf), status-effect (Stun Spore) and health restoration (Leech Seed) options. When it's ready to evolve into an Ivysaur, the bulb on its back begins to turn blue, signalling it is ready to bloom into a flower.

CHARMANDER

TYPE Fire
SIGNATURE MOVE Ember

■ Like a real-life salamander... only with a fiery tail. Charmander is an all-offensive starter Pokémon ideal for Trainers with a thirst for attack moves. It has sharp claws and fangs for scrapping, but the real showcase is that flame tail. The source of Charmander's power, that little flicker will grow as it evolves, enabling the critter to perform moves like Ember and Flamethrower. It's also a fatal weak point, though, so Charmander does everything in its power to keep it safe.

SQUIRTLE

TYPE Water
SIGNATURE MOVE Water Gun

■ What you see is what you get with this watery superstar. While Squirtle might look more like a regular animal compared to Bulbasaur and Charmander, it makes up for this with attitude. Perhaps the most animated of the trio, you can often see Squirtle joking around or even forming gangs and wearing sunglasses. Its signature trait is its shell, providing Squirtle a safe haven to retreat to, and later developing full-on water canons once this plucky Pokémon evolves into Blastoise.

PIKACHU

TYPE Electric
SIGNATURE MOVE Thunder Shock

■ This adorable rodent is a sight for sore eyes, but don't be fooled by that cuteness because it packs a thunderous punch. Those red circles on its face are actually pouches that store thunder energy which it can unleash on its foes. Cute as they might be, Pikachu is often a shy creature preferring to skirt around the woodland. If you search deep in Viridian Forest, we're sure that you'll eventually come across one.

EEVEE

TYPE Normal
SIGNATURE MOVE Tail Whip

■ This Pokémon is packed with potential. As its name might imply, Eevee is all about evolution. Depending on its surroundings, it is able to evolve into a bunch of elemental forms, making it an essential addition to any Pokémon Trainer's party. While its evolutions often steal its spotlight, Eevee has managed to carve a niche out for itself as a counterpoint to Pikachu, often battling it out in the arena of cuteness. Its DNA is said to hold the secret behind Pokémon evolution.

POKÉ FACTS

Eevee can evolve into eight Pokémon: Vaporeon, Jolteon, Flareon, Espeon, Umbreon, Glaceon, Leafeon and Sylveon.

SNORLAX

TYPE Normal
SIGNATURE MOVE Rest

■ So who loves a good snooze? Ah, yes Snorlax, of course, we can see you holding your big paw up there. This giant fellow enjoys two things above all else: eating and sleeping. Snorlax will often gorge itself on any food it can find and then hibernates until its tummy rumbles again. It often causes headaches for travellers across Kanto, as a slumbering Snorlax blocking a Route is a common sight. Best pack a Poké Flute to wake it up... but watch out: it'll be grumpy!

THE LEGENDARY BIRDS

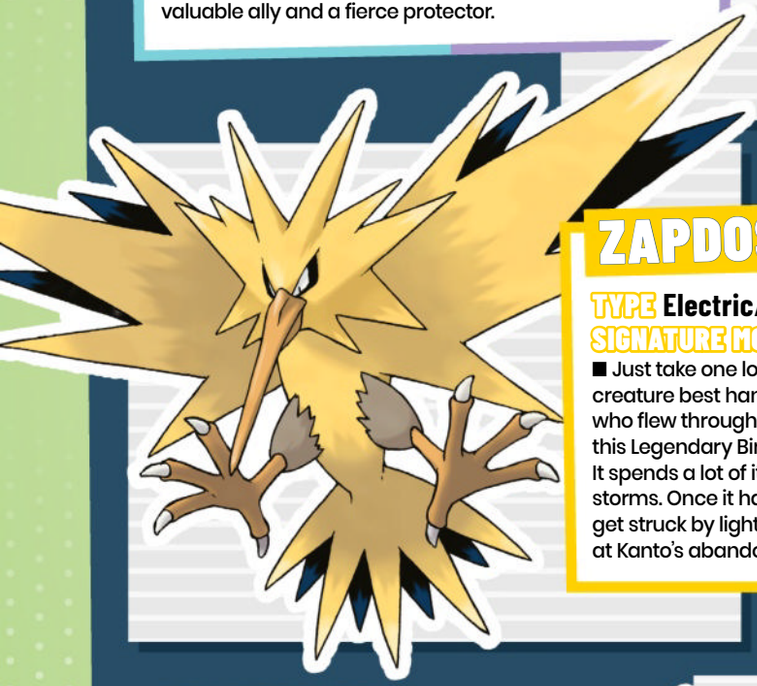
ARTICUNO

TYPE Ice/Flying
SIGNATURE MOVE Blizzard

■ Roosting deep in the Seafoam Islands near Cinnabar Island, this Legendary Bird is the master of ice. Said to only appear to doomed travellers, it's a mythical figure that very few people have seen. Any brave Trainer who seeks it out must be prepared for a battle as its frosty wings cool the air around it to form snow. Those who manage to catch and befriend Articuno will have a valuable ally and a fierce protector.

GOING GALAR

The far-away nation of Galar has its own Articuno, Zapdos and Moltres... but they're a little different. Galarian Articuno has an affinity towards Psychic, rather than Ice, and uses its mind-power to fly rather than its wings. Zapdos is a flightless Fighting bird that resembles a formidable one-headed Doduo. Moltres looks a lot like its fiery Kanto counterpart, however in Galar it is surrounded by dark, blackened flames.



ZAPDOS

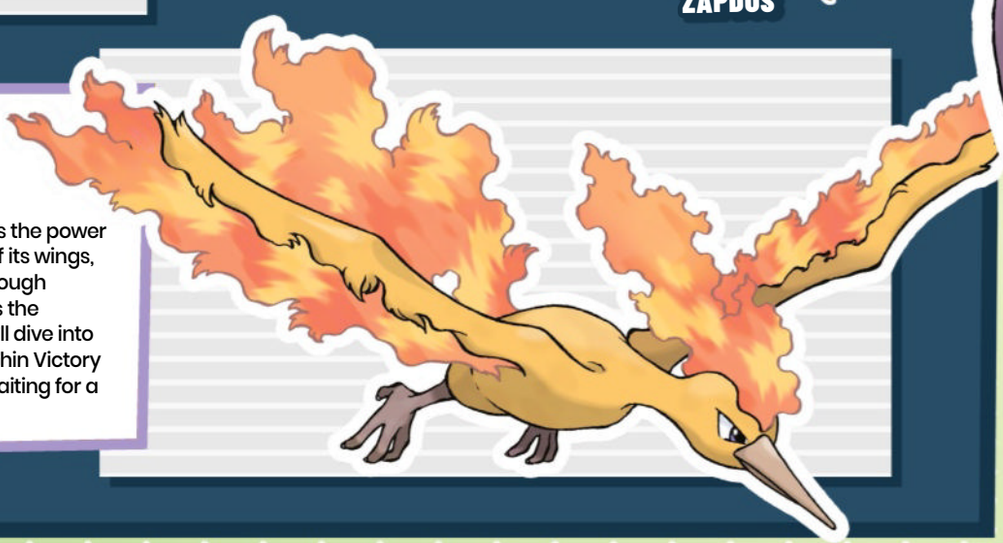
TYPE Electric/Flying
SIGNATURE MOVE Thunder

■ Just take one look at Zapdos and you can tell it's a creature best handled with caution. Looking like a Fearow who flew through a thundercloud on a stormy night, this Legendary Bird commands the power of thunder. It spends a lot of its time above the clouds, looking for storms. Once it has spotted one, it flies around, waiting to get struck by lightning. When it's roosting, you can find it at Kanto's abandoned power plant.

MOLTRES

TYPE Fire/Flying
SIGNATURE MOVE Sky Attack

■ The final Legendary Bird, Moltres harnesses the power of fire. Its wings blaze bright with every flap of its wings, making it quite the sight for anyone lucky enough to spot it – it's believed that a sighting signals the beginning of spring. When injured, Moltres will dive into magma to heal itself. In Kanto, it lies deep within Victory Road, just before the Pokémon League HQ, waiting for a brave Trainer to challenge it.

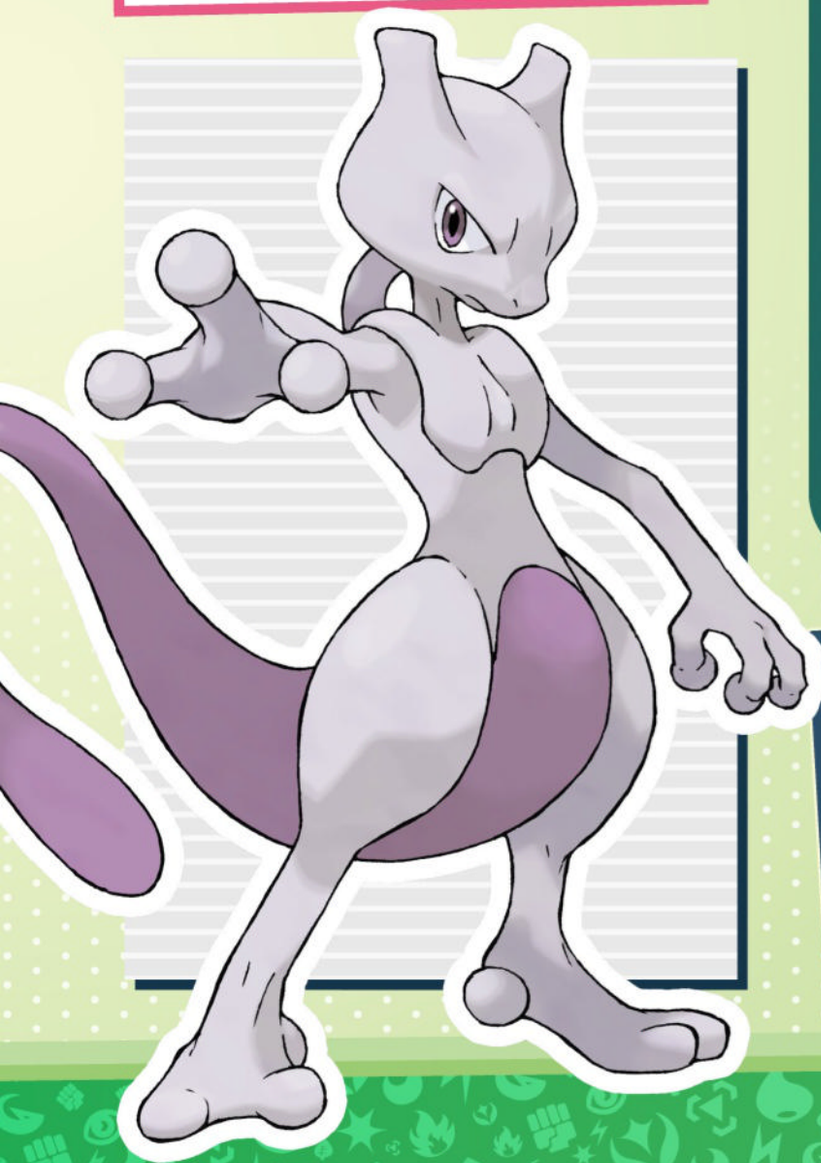


MEWTWO

TYPE Psychic
SIGNATURE MOVE Psystrike

■ This threatening-looking Pokémon is man-made: the result of scientists' terrible experiments in attempting to create the ultimate Pocket Monster. Using the mythic Pokémon Mew, the scientists on Cinnabar Island altered its DNA during a cloning process to create a more enhanced version: stripped away from emotion and compassion to prioritise strength above all else. The result is a cold, calculating and fierce creature. The ultimate opponent, all this Pokémon thinks about is defeating any foe that stands in its way.

That all said, Mewtwo is capable of being caring and protective. When Ash Ketchum encountered Mewtwo, he managed to coax out the force of good that was always resting deep within its heart. Mewtwo lives a solitary life, preferring to be isolated in caves. Any plucky Trainer wanting to challenge it better pack a Master Ball to contain Mewtwo's massive power.



"In battle, Mew is a fearsome force to be reckoned with"

MEW

TYPE Psychic
SIGNATURE MOVE Transform

■ Small, nimble and extremely hard to find, Mew is one of a kind. It is said to have the DNA of every single Pokémon contained within its tiny body, which means it can learn any move. It is a playful creature, and if you are lucky enough to spot it, you will see it flying through the air with a carefree attitude.

Not much is known about Mew in the Pokémon world. It is a shy creature, said to be able to turn invisible at will, which lead may to believe that Mew was just a myth. An ancient jungle civilisation worshipped Mew, which prompted a team of scientists to venture deep into the woodland and eventually capture the creature to experiment on, creating its clone Mewtwo.

In battle, Mew is a powerful force to be reckoned with. Its psychic power can obliterate most foes, which isn't bad for such a tiny cute creature.

MEGA MEWTWO

The Mega Evolution phenomenon in Kalos has a remarkable effect on Mewtwo. For regular Mega Evolutions, certain Pokémon got to evolve and power up for a short amount of time. Mewtwo, however, has *two* Mega Evolutions to choose from. Mega Mewtwo X is a bulkier version with heightened Attack, while Mega Mewtwo Y looks a little more like Mew, and has supercharged Special Attack.

KANTO REGION

The first region of the Pokémon world we ever saw, Kanto is a legendary location for Pokéfans. It's the perfect setting for an adventure, with leafy pathways, dark caves and seaside delights. It's missing a bit of history, but its neighbour, Johto, has that in spades.

EXPLORING KANTO
ROUTE 25
BILL'S COTTAGE
ROUTE 24
ROUTE 4
ROUTE 9
CERULEAN CITY
ROCK TUNNEL
ROUTE 10
POWER PLANT
ROUTE 5
ROUTE 7
ROUTE 8
SAFFRON CITY
LAVENDER TOWN
ROUTE 6
VERMILION CITY
ROUTE 12
ROUTE 11
SAFARI ZONE
ROUTE 13
ROUTE 14
ROUTE 15

Adventures in Johto

Immerse yourself in historic Johto, where ancient ruins, ethereal towers and enigmatic geishas give rise to a region steeped in tradition and mythology

When creating the follow-ups to *Pokémon Red, Blue & Yellow*, Game Freak once again looked to Japan for inspiration for *Pokémon Gold, Silver & Crystal.* Set in the picturesque world of Johto (with locations based on Japan's real-life former capital of Kyoto), the journey to becoming a Pokémon Master in these new games begins in New Bark Town. Professor Elm gives you a choice between Chikorita, Cyndaquil or Totodile as a friendly companion for traversing locations such as the mammoth Goldenrod City with its eponymous Radio Tower, the culturally spectacular Ecruteak City or the natural settings of Ilex Forest.

Some of the Pokémon world's oldest buildings are in Johto, such as the Ruins Of Alph – mysterious remains of an ancient civilisation that first contacted the strange Pokémon Unown. Other buildings steeped in lore are the Bell Tower and the Brass Tower. The two structures have nine tiers and were built as a symbol of friendship and hope between Pokémon and people. The Legendary Pokémon Ho-Oh was said to have roosted on top of the Bell Tower, while its counterpart Lugia perched on top of the Brass Tower until it burned down, fleeing to the Whirl Islands in the aftermath. Three other Legendary Pokémon, Suicune, Raikou and Entei, perished in the fire and were revived by Ho-Oh – destined to roam the lands of Johto after their dramatic resurrection.

FULL MAP ON PAGE 28

POKÉMON GOLD & SILVER

Sequel games in their element

Originally planned as Game Freak's final games in the *Pokémon* series, *Pokémon Gold & Silver* were developed to be "the ultimate *Pokémon* titles" with several exciting features that supercharged gameplay. Thankfully, the *Pokémon* journey didn't conclude here, and these two games became some of the most well-received titles in the franchise, with many of those new developments becoming mainstays across the series. The time of day became a huge factor, which gave rise to different types of Pokémon appearing throughout the day, depending on whether it was day or night. Pokémon genders were also introduced, enabling the breeding of two similar Pokémon and 'baby' Pokémon (for existing Kanto Pokémon) to hatch from eggs. Friendship also became a method of evolving Pokémon with new evolutions of Eevee (now known as 'Eeveelutions' among fans) created. By reaching a certain amount of friendship, an Eevee could evolve into the Psychic-type Espeon during the day or the Dark-type Umbreon in the evening. Speaking of that last example, Dark and Steel types were introduced, adding exciting new strategies to battles. The Legendaries, Ho-Oh and Lugia, also became mascots for the games – a trend that would continue for all *Pokémon* games following *Gold & Silver*. Suicune, Entei and Raikou, meanwhile, would lend their roaming natures to trios of Legendaries in almost every core series game after. Not only were the games favoured by critics, but their influence on the entire series cemented them as some of the best-loved games across the *Pokémon* franchise even today.

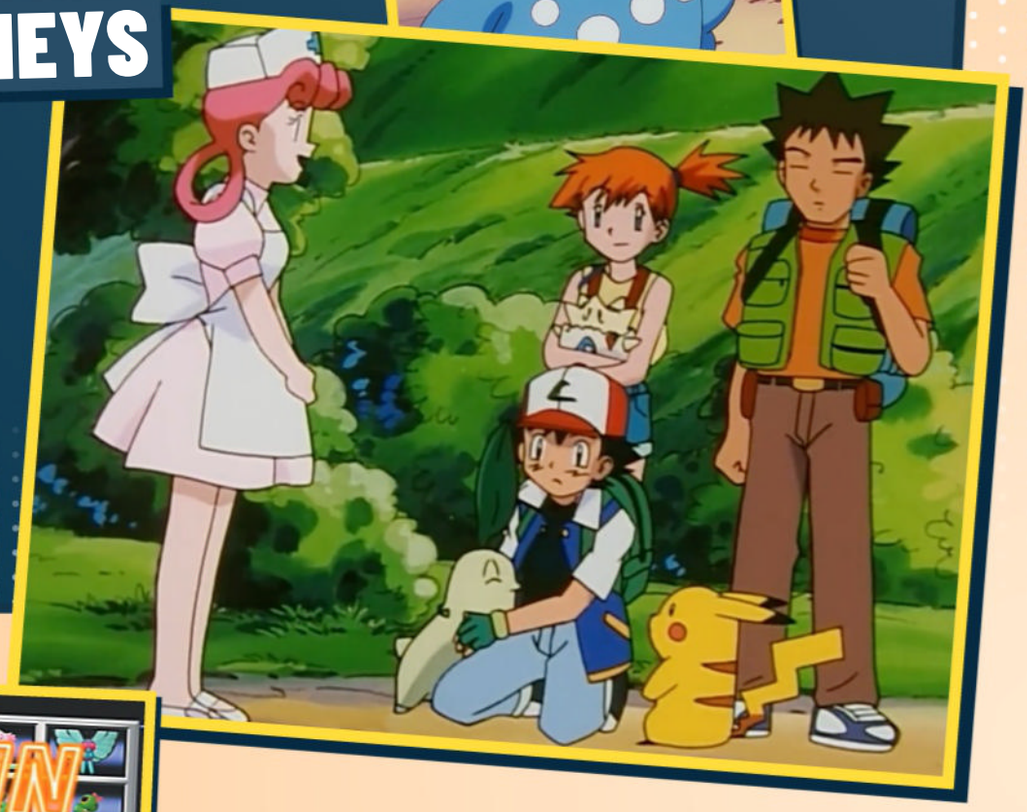
POKÉMON CRYSTAL

An enhanced version of *Gold & Silver*, *Pokémon Crystal* was notable for its own additions. You could play as a female Trainer, and Suicune also took to the main stage with a storyline focusing on the Water-type Legendary beast. New animated Pokémon sprites also brought life to battles.

JOHTO JOURNEYS

Turning over a new Bayleef

Heading ashore after the Orange Islands detour, Ash and his friends venture to New Bark Town – their first step into the Johto League. For Ash, this is another chance at besting his rival Gary once and for all. But all is not as it seems, and Team Rocket are back with their antics, starting with the kidnapping of a Totodile. As Ash defeats Team Rocket time and time again, he gains new Pokémon companions along the way in the series, starting with Heracross.



POKÉMON STADIUM 2

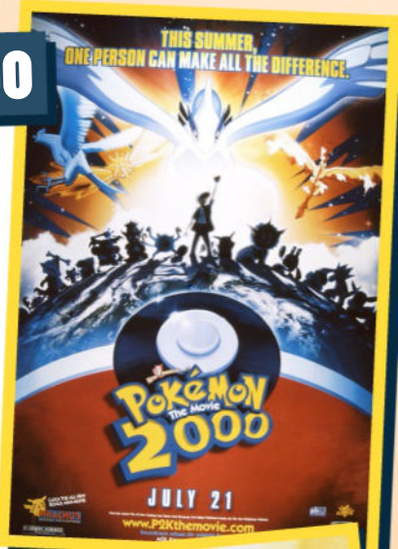
Bringing adventure to the arena

Silver, Gold & Crystal were not the only games that were greenlit thanks to the popularity of *Red, Blue & Yellow*. *Pokémon Stadium 2* was announced months after its predecessor launched, with almost all 251 Pokémon available in the sequel. Players could transfer their Pokémon from their Game Boy cartridges to *Pokémon Stadium 2* via a Transfer Pak, meaning the chance to see Typhlosion's Flamethrower in all of its 3D glory.

POKÉMON THE MOVIE 2000

A whirl of its own

A second chance to see our heroes on the silver screen, *Pokémon the Movie 2000* is set after the Orange Islands arc in the anime. Ash, Misty and Tracey are washed ashore the island of Shamouti. The Legendary Birds, prophecies and Lugia all feature in this action-packed adventure. Though the film wasn't reviewed as positively as *Pokémon: The First Movie*, it was still a box office hit and proved the market yearned for more *Pokémon* films.



© Alamy

POKÉMON HEARTGOLD & SOULSILVER

Remarkable remakes worth their weight in gold

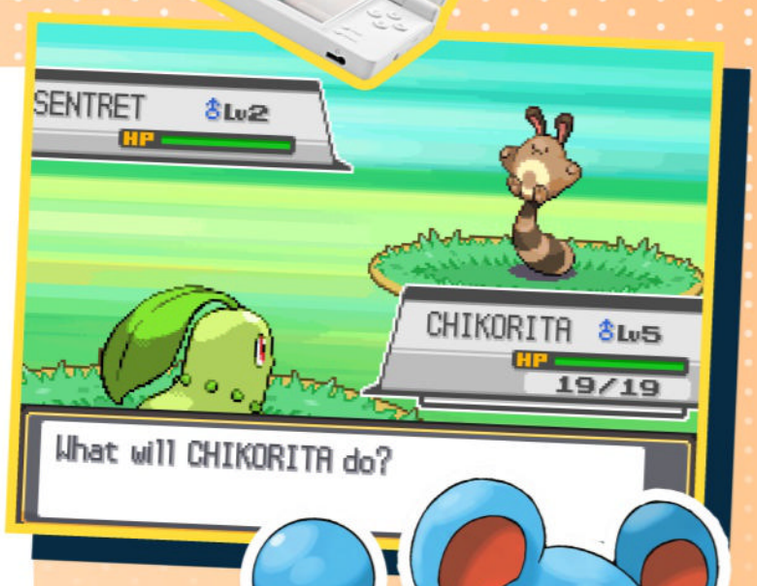
In just ten years following the release of *Gold & Silver*, Nintendo had released three handheld consoles, so it seemed smart to follow in the footsteps of *FireRed* and *LeafGreen* by remaking one of the series' favourite games for its then-most current handheld – the Nintendo DS. Game director Shigeki Morimoto wanted the remake to respect players who had played the previous games while also ensuring a new game experience for players whose first experience of *Pokémon* would be *HeartGold* and *SoulSilver*.

Adding in gameplay features from *Diamond & Pearl* as well as Pokémon from the later two generations for a total of 493, the remakes were a hit – taking the stunning locales, absorbing storyline and enchanting Pokémon of Johto into the 21st century with improved graphics and battle system.

Beyond the main plot, the post-game events were more expansive than many other titles in the series at that point, and new features such as the Battle Frontier kept players engaged for hours on end. Plus, like the original *Gold & Silver*, you could explore Kanto after you beat the Elite Four and challenge Red in the depths of Mount Silver.

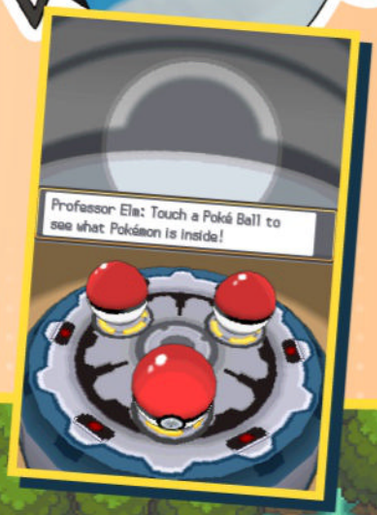
Players also adored the ability to have the first Pokémon in their party follow them around outside their Poké Ball with unique cute animations that showed their feelings; a nod to Pikachu's aversion to being inside their ball in *Pokémon Yellow*.

Captivating old and new players alike, it's no surprise that to this day, *HeartGold* and *SoulSilver* still commonly rank as the most beloved games in the franchise.



POKÉWALKER

Adding to the charm of *HeartGold & SoulSilver* was the Pokéwalker, which came bundled with the games. By connecting it to the DS, a Pokémon from the player's party could be taken out of the game into the Pokéwalker. As you walked around your surroundings in real life, your companion would find hidden items and encounter unique Pokémon to potentially catch.



SAFARI ZONE JOHTO

#152 -251

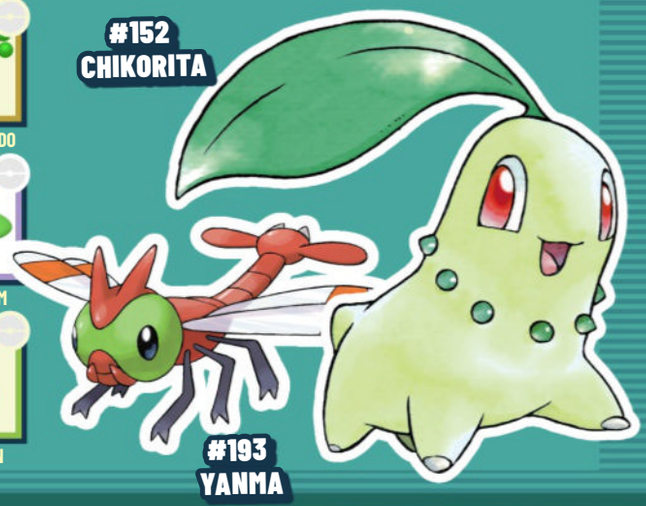
Many of the 'mon of this rural region take root in real-world flora and fauna

The Second Generation of Pokémon added 100 new monsters across *Gold & Silver*, bringing the total up to 251. With version-exclusive Pokémon making a return, these games saw the start of something that would become a series staple: box art Legendaries – though in this case, you could catch both without buying two games or trading with a friend. Based on the historic Kansai region of Japan, many of Johto's new Pokémon designs reflected the creatures and plant life native to this area, taking inspiration from nature – deer, owls and sunflowers are just some examples of this – and mythology.

The introduction of gender allowed for a whole new way to acquire Pokémon, with two compatible creatures able to produce an egg when left at the Pokémon Day Care together. Accessible only through breeding were new baby forms of Kanto monsters, such as the tiny Pichu, Magby and Igglybuff. As well as ageing down some fan favourites, other Pokémon were given branching evolutionary lines, with Slowpoke now able to evolve into Slowbro or Slowking, or Poliwhirl into either Poliwrath or Politoed. Two new types were also added, with monsters designed to look the part. Steel types included the stalwart Steelix and Skarmory, while Dark types like Houndoom and Sneasel could hold their own against powerful Psychic and Ghost types.

POKÉ FACTS

We first saw Togepi in a Kanto adventure, in the anime episode 'Who Gets to Keep Togepi?', where its egg hatches in front of Misty.



© Getty

POKÉMON TYPES

- NORMAL
- FIRE
- WATER
- GRASS
- ELECTRIC
- ICE
- FIGHTING
- POISON
- GROUND
- FLYING
- PSYCHIC
- BUG
- ROCK
- GHOST
- DRAGON
- DARK
- STEEL
- FAIRY

#203 GIRAFARIG

#155 CYNDAQUIL

192 SUNFLORA | 193 YANMA | 194 WOOPER | 195 QUAGSIRE | 196 ESPEON

197 UMBREON | 198 MURKROW | 199 SLOWKING | 200 MISDREAVUS | 201 UNOWN

TURN THE PAGE TO SEE OUR FAVOURITE JOHTO POKÉMON

POKÉ FACTS

Many Pokémon experts think Wobbuffet's tail is the actual Pokémon and the big blue creature is a puppet used to protect it.

202 WOBBUFFET | 203 GIRAFARIG | 204 PINECO | 205 FORRETRESS | 206 DUNSPARCE

207 GLIGAR | 208 STEELIX | 209 SNUBBULL | 210 GRANBULL | 211 QWILFISH

212 SCIZOR | 213 SHUCKLE | 214 HERACROSS | 215 SNEASEL | 216 TEDDIURSA | 217 URSARING | 218 SLUGMA | 219 MAGCARGO | 220 SWINUB | 221 PILOSWINE | 222 CORSOLA

223 REMORAID | 224 OCTILLERY | 225 DELIBIRD | 226 MANTINE | 227 SKARMORY | 228 HOUNDOUR | 229 HOUNDOOM

230 KINGDRA | 231 PHANPY | 232 DONPHAN | 233 PORYGON2

> "Gender allowed for a whole new way to acquire Pokémon"

234 STANTLER | 235 SMEARGLE | 236 TYROGUE | 237 HITMONTOP

238 SMOOCHUM | 239 ELEKID | 240 MAGBY | 241 MILTANK | 242 BLISSEY | 243 RAIKOU | 244 ENTEI

245 SUICUNE | 246 LARVITAR | 247 PUPITAR | 248 TYRANITAR | 249 LUGIA | 250 HO-OH | 251 CELEBI

#251 CELEBI

THE STARTER POKÉMON

CHIKORITA

TYPE Grass
SIGNATURE MOVE Razor Leaf

■ A small, four-legged plant Pokémon, Chikorita speedily spins the large leaf on its head to fling natural blades at its enemies and is also able to produce whipping vines from the little buds around its neck. As well as being its main weapon, the leaf atop its head is said to smell very sweet and is able to calm other Pokémon. As it evolves into Bayleef and then Meganium, the buds open up into a beautiful pink flower around an elongated neck.

CYNDAQUIL

TYPE Fire
SIGNATURE MOVE Ember

■ This shy Pokémon resembles an echidna or a porcupine, curling up when startled. But instead of raising spikes when threatened, this long-snouted little monster flares up from the red circles on its back. This trait remains as the Pokémon evolves into Quilava and then Typhlosion, though these forms are more akin to a weasel or badger with flaming fur. Able to evade opponents by shrouding itself in a Smokescreen, Cyndaquil's fire burns hotter when it's agitated or defending itself.

TOTODILE

TYPE Water
SIGNATURE MOVE Water Gun

■ The playful Totodile loves to chomp down on things with its powerful jaws – including its Trainer! But this Pokémon utilises its brutal bite in battle, too. It evolves into Croconaw at level 18 and Feraligatr at level 30, keeping its crocodilian appearance but growing much more bulky and intimidating. Its red eyes complement the spikes that run along its back and tail, while a yellow V-shaped crest on its chest contrasts with its aqua-blue body.

© Getty

ESPEON AND UMBREON

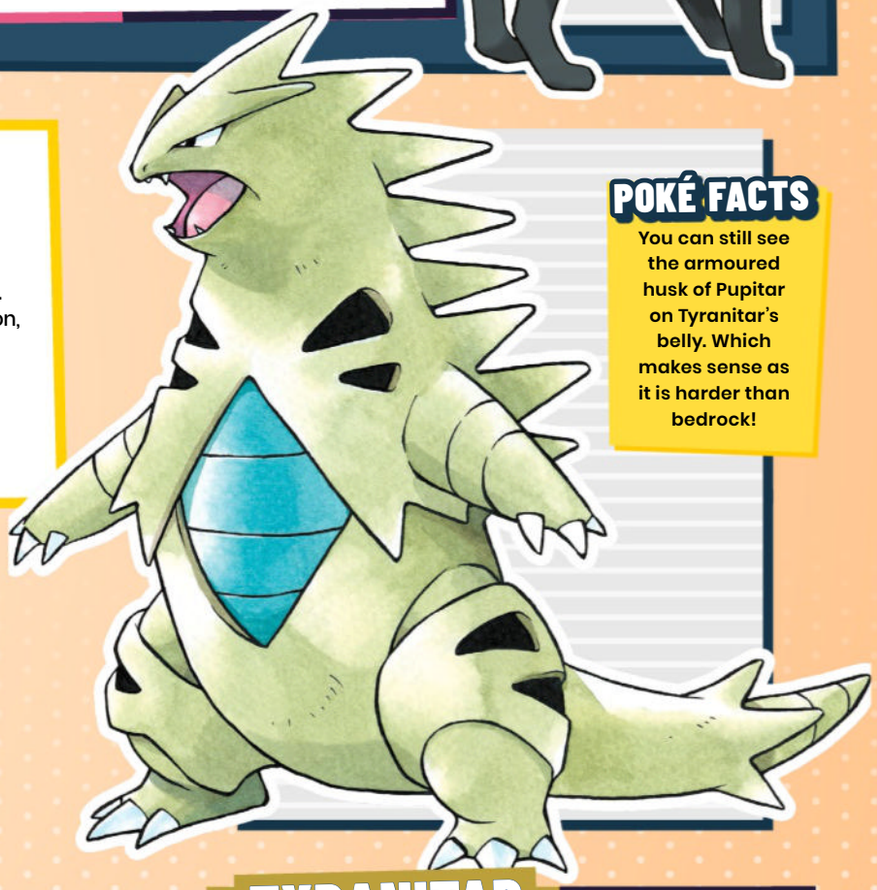
TYPE Psychic and Dark
SIGNATURE MOVE Morning Sun and Moonlight

■ Generation II unlocked two more upgrades for Eevee, as well as a novel method for obtaining them: forming a close bond with your Pokémon. If Eevee reached a certain level of friendship and was levelled up in the day, it would become the lilac-furred Espeon, capable of reading minds and using psychic powers to attack. If done at night, it would instead turn into the Dark-type Umbreon, a sleek, black creature with yellow rings on its body that glow in the moonlight.

AMPHAROS

TYPE Electric
SIGNATURE MOVE Thunder Punch

■ The final evolution of Mareep, this Electric-type sheep has turned bright yellow in colour and shed its fluffy wool. Ampharos has a red ball on its tail that glows like a beacon, so these Pokémon are often employed in lighthouses to guide people safely in from the sea, as seen in Johto's Olivine City. Using an Ampharosite, Ampharos can temporarily transform into Mega Ampharos for a huge power boost, gaining a secondary typing of Dragon, too.



POKÉ FACTS

You can still see the armoured husk of Pupitar on Tyranitar's belly. Which makes sense as it is harder than bedrock!

TYRANITAR

TYPE Rock/Dark
SIGNATURE MOVE Crunch

■ One of the most powerful Pokémon in the Johto region, Tyranitar loves to pick a fight, knowing that its rock-hard skin will protect it from most challengers' attacks while it does serious damage with its jaws and claws. It can also whip up a sandstorm or cause a strong earthquake as a means of attack. As well as being able to Mega Evolve, Generation IX added a futuristic Paradox version of Tyranitar called Iron Thorns.

LEGENDARY BEASTS

ENTEI

TYPE Fire
SIGNATURE MOVE Fire Blast

■ Entei was also brought back to life by Ho-Oh in Johto folklore. This big, furry brown beast is said to represent the great fire that consumed the Brass Tower in the past. It has huge firepower, capable of releasing the most devastating flame attacks on its enemies, but can also inflict damage with its sharp retractable claws. It roams the Johto region freely along with the other Legendary Beasts, travelling at great speeds across the land.

RAIKOU

TYPE Electric
SIGNATURE MOVE Thunder

■ As the legend goes, Ho-Oh resurrected three Pokémon who perished in a fire at the Brass Tower... Raikou was one of these Pokémon. Lightning-fast, this sabre-tooth-tiger-inspired Pokémon can control storm clouds – even able to fly using them – and has a roaring cry that sounds like the crashing of thunder. Raikou has a black-and-yellow pattern that's typical of many Electric-type species and a tail that resembles a bolt of lightning. As a Legendary Beast, only one can be encountered.

PARADOX: WALKING WAKE

Walking Wake is a dual-type Water/Dragon Pokémon. In *Scarlet* and *Violet*, this prehistoric form of Suicune could be encountered by taking part in a special Tera Raid Battle. It bears the same colouration and markings as its present-day counterpart, but resembles a theropod dinosaur, walking on two legs instead of four.

SUICUNE

TYPE Water
SIGNATURE MOVE Hydro Pump

■ The third Pokémon revived in the Ho-Oh myth, this elegant, diamond-patterned creature harnesses the power of water. Despite its size, Suicune can walk on the surface of water, and also has the power to purify polluted rivers and lakes. As the box Legendary of *Pokémon Crystal*, Suicune's role was expanded, with the player meeting the beast several times as the story progressed before being dubbed worthy enough to battle and capture it in the Tin Tower.

© Getty

LUGIA

TYPE Psychic/Flying
SIGNATURE MOVE Aeroblast

■ Known as the guardian of the seas, despite being part Flying type, Lugia spends a lot of its time underwater and is able to dive to great depths. It's said that just a flap of its wings can create vicious winds, which may be why this Pokémon chooses to hide beneath the waves. Lugia once lived atop the Brass Tower before it was struck by a bolt of lightning and burned down, causing the Legendary creature to make its home in the Whirl Islands east of Cianwood City instead. Only a trainer in possession of a Silver Wing can face it in battle.

HO-OH

TYPE Fire/Flying
SIGNATURE MOVE Sacred Fire

■ Ho-Oh was the first Johto Pokémon to be revealed, three years before it appeared on the box of *Pokémon Gold*. Ash Ketchum famously caught a glimpse of this mythical monster as he left Pallet Town on his journey to become a Pokémon Master, though his Pokédex couldn't identify it at the time. A Ho-Oh sighting is rumoured to bring eternal happiness to those who witness it, with its golden wings creating rainbows as it flies. It made its roost atop the Tin Tower before the fire that claimed its twin but has since roamed the world awaiting a trainer of pure heart to summon it.

CELEBI

TYPE Psychic/Grass
SIGNATURE MOVE Heal Bell

■ This green, sprite-like Pokémon is celebrated as the guardian of the forest, with an ancient shrine to the deity found deep within Ilex Forest. Possessing incredible psychic abilities, Celebi can travel through time, existing across multiple time periods at once, but will not appear in times of turmoil. Celebi also has healing powers, including the ability to bring the deceased back to life. A side-effect of this is that plant life flourishes wherever it goes. Being a Mythical Pokémon, it is one of the hardest creatures to obtain, at first only available as part of a special event.

JOHTO
REGION
Packed with cultural landmarks such as the Tin and Burned Towers, the Ruins of Alph and the old-timey Ecruteak city, Johto is a historic region that sticks to tradition. If you want something a little more lively, head to Goldenrod City and explore its underground market.
TIN TOWER
MOUNT MORTAR
BURNED TOWER
ROUTE 38
ECRUTEAK CITY
ROUTE 4
ROUTE 39
NATIONAL PARK
SAFARI ZONE
OLIVINE CITY
ROUTE 36
GLITTER LIGHTHOUSE
ROUTE 35
ROUTE 40
RUINS OF ALPH
ROUTE 48
CIANWOOD CITY
WHIRL ISLANDS
EMBEDDED TOWER
RADIO TOWER
GOLDENROD CITY
CLIFF CAVE
ROUTE 41
ROUTE 32
ROUTE 47
ROUTE 34
AZALEA CITY
ILEX FOREST
ROUTE 33

"Packed with cultural landmarks ,Johto is a historic region that sticks to tradition"

FULL MAP ON PAGE 40

ADVENTURES IN HOENN

A paradise bursting in character with striking environments ranging from mud springs to islands and deserts

It's not often that a *Pokémon* region is overflowing with water locales, much less one that has a vivid, subtropical climate. The sloth-like Slakoth, chameleon-inspired Kecleon and tropical fruit creature Tropius are just some of the 135 new Pokémon that call Hoenn home.

It's no surprise, then, to hear that Hoenn is based on Kyushu, one of Japan's most southerly and tropical islands. In fact, if you rotate Kyushu 90 degrees and squint a little, you can see the resemblance!

Kyushu is home to Japan's most active volcano, and many mud hot springs, which are reflected in the same scorching environments in Hoenn: Mt Chimney and Lavaridge Town. Here, you might find the broiling Slugma or the glow of a Numel. The lush forests surrounding Fortree City, however, are a contrast to these blistering environments, with the delicate Lotad or poisonous Shroomish residents of these verdant paths.

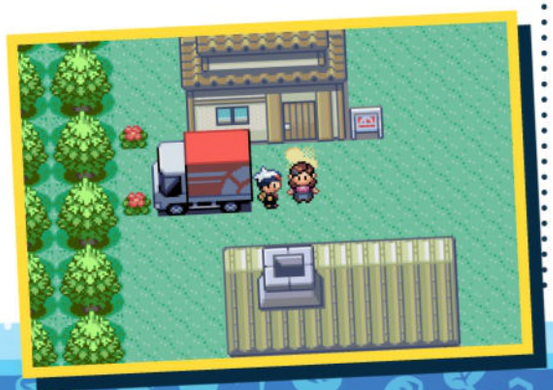
What Hoenn lacks in terms of cultural history, it more than makes up for impressive, dramatic settings. That, alongside the start of more peculiar and charming Pokémon designs, makes it one of the more captivating regions in the Pokémon world.

POKÉMON RUBY & SAPPHIRE

Advanced entries that became the crown jewels of the series

After the worldwide success of *Pokémon Gold, Silver & Crystal*, work was well underway for a follow-up duo that could further progress the popularity of the *Pocket Monster* games.

Continuing with the precious metals and gems theme for the titles, *Ruby & Sapphire* arrived with a bang and took the total Pokémon count to 386. Releasing on a new handheld console, the Game Boy Advance, the enhanced graphics brought life to the tropical world of Hoenn. Though the structure, gameplay and controls were similar to previous games, *Pokémon Ruby & Sapphire* added a new HM: Dive. With Dive, players could access previously elusive locations by diving underwater and emerging from the depths of the sea, where Pokémon exclusive to the abyss were catchable.



Ruby & Sapphire also added overworld weather effects such as rain or sun, and Pokémon Abilities: passive effects for use in battle that changed mechanics and added a new dimension to each Pokémon. Starly, for example, has Keen Eye, which prevents loss of accuracy in battle. Double battles were also included, creating a more challenging take on the existing battle system and adding a new 'support' strategy to fights.

If brawling wasn't your style, Pokémon Contests introduced a fresh test for players who wanted to be the best performers. Pokémon could be judged on being the coolest, most beautiful, cutest, most clever or toughest, both in appearance and in their moves, with the help of specific Pokéblocks (made from berries in a Berry Blender).

From the underwater Seafloor Cavern to the peaks of Mt Chimney, *Pokémon Ruby & Sapphire* truly brought the series to new heights.

POKÉMON EMERALD

Like *Crystal* and *Yellow* before it, *Emerald* was a captivating 'third version' that transformed the story and brought in both enemy teams. While it didn't sell as well as its sibling games nor was it as well-received, *Emerald* is still seen by Pokémaniacs as an essential entry into the games, especially for its Battle Frontier post-game zone.

POKÉMON ADVANCED (ANIME)

Laying down the roots in a new region

Taking things up a notch, the *Advanced* series of the anime sees new companion siblings May and Max join our friends Ash and Brock as they explore the Hoenn region. Ash starts his journey in Littleroot Town, just like players of the games do, before catching his first Pokémon in the region: a Taillow. Pokémon Contests feature frequently throughout this season, with May aspiring to earn as many ribbons as possible and enter the Hoenn Grand Festival.

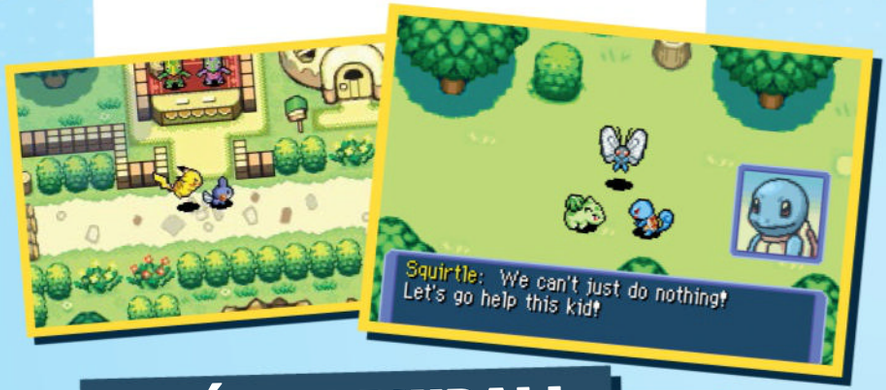
POKÉ FACTS

All the Professors up to Sada and Turo in Paldea were named after different types of trees. And so is Ash, which might hint at his future...

POKÉMON MYSTERY DUNGEON

Dungeons & Dragonites

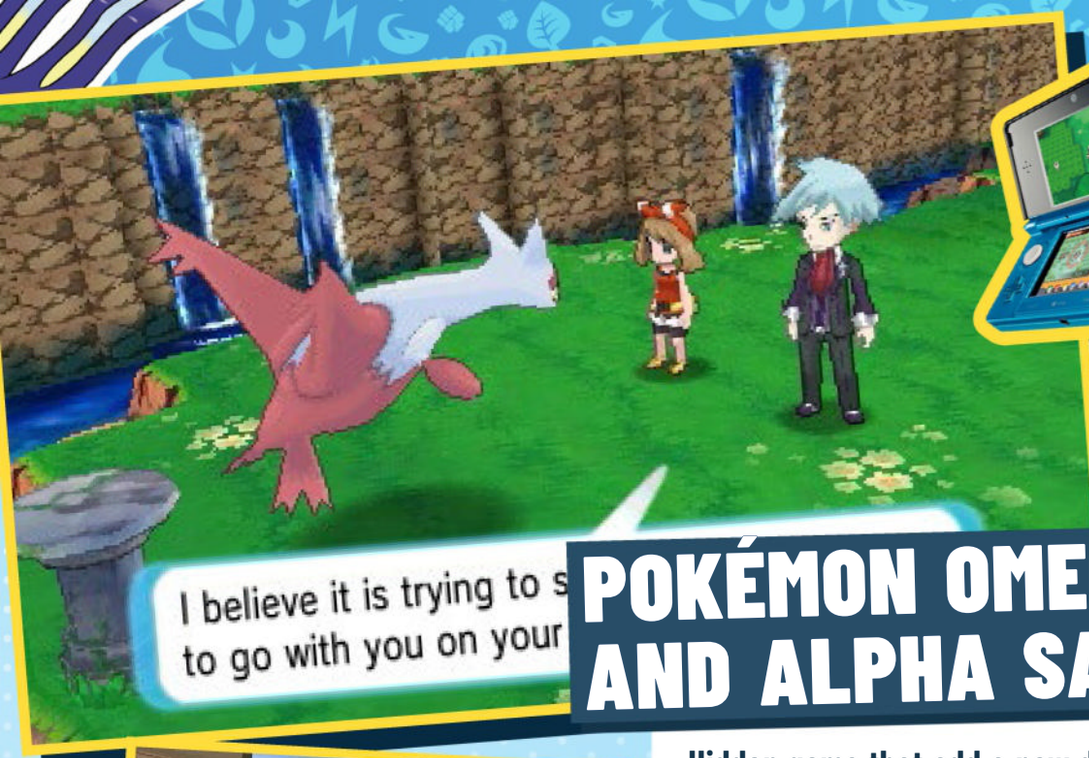
Distinct from other *Pokémon* games at the time, *Pokémon Mystery Dungeon* was a crossover from the Japanese roguelike series *Mystery Dungeon*. The *Pocket Monsters* version sees the player waking up as a Pokémon, speaking to fellow creatures seemingly in human language and having to traverse randomly changing dungeons with a team, using turn-based moves to battle in encounters. Though it received middling reviews at the time, the game led to sequels, animated specials and even comics.



POKÉMON PINBALL: RUBY & SAPPHIRE

Bumping up the Game Boy spin-off

A welcome update to the 1999 Game Boy Color original, *Pokémon Pinball: Ruby & Sapphire* added much-needed vibrancy to an already compelling score-chasing game. Catch 'Em mode is back so players can try to catch the latest Pokémon on two new tables, while new features include Egg mode, Poké Mart and bonus stages starring the mysterious Kecleon. *Pinball: Ruby & Sapphire* provides so much more to play with, it's a shame that there were only two games in the *Pokémon Pinball* series.



POKÉMON OMEGA RUBY AND ALPHA SAPPHIRE

Hidden gems that add a new dimension

With the world of *Pokémon* now fully in 3D with Generation VI and updated graphics thanks to the powers of the Nintendo 3DS, Omega *Ruby & Alpha Sapphire* were released as the third remakes in the series, breathing new life into the Hoenn region. A new 'Nav' feature brought an advanced element to catching Pokémon, while a special Pikachu with fabulous themed costumes for entering contests could be obtained. As *Omega Ruby & Alpha Sapphire* were released during Gen VI, many features available in *Pokémon X & Y* and from Generations after Gen III (such as Mega Evolutions, the new Fairy type and the expanded move list) were also included in the remakes, taking the already-fantastic original games to a whole new level.

> "Many features available in Pokémon X & Y were included in the remakes"

The roles of characters such as Steven, May/Brendan and Wally were broadened, too, with new side-missions and encounters. Certain plot elements from *Pokémon Emerald* were also included, and, in fact, its mascot monster, Rayquaza, takes centre stage in an exciting new endgame story called The Delta Episode – more on that in the box on the right. Many of these nuanced additions make *Omega Ruby & Alpha Sapphire* more than a simple copycat of the originals, and these two reimaginings stand on their own regardless of their ancestors.

With generally positive reviews from critics, it's no surprise that *Omega Ruby & Alpha Sapphire* became the fourth best-selling 3DS titles of all time. The only way you can play them is on a 3DS console, so if you can one down, give these games a try – you won't regret it!

DELTA EPISODE

After the player reloads their saved game having finished the end credits of *Omega Ruby & Alpha Sapphire*, a brand-new adventure begins as a siren can be heard at Mossdeep Space Centre. A meteor is due to hit an island near Sootopolis City. A new character, Zinnia, is introduced, as the player works with them to destroy the meteoroids that now threaten the world.

SAFARI ZONE HOENN

#252 -386

Hoenn's diverse range of habitats brought a menagerie of equally distinct monsters

More of a soft reset of the series than a sequel, *Pokémon Ruby & Sapphire*, and later *Emerald*, made use of the hardware upgrades of the Game Boy Advance to redefine what it meant to be a Pokémon, with designs able to feature more colours and details. Rather than being able to catch the full roster of 386 monsters, the Pokédex was at first limited to 202 Pokémon. 135 of these were new creatures designed to populate the fresh setting of Hoenn. Made up of a main island surrounded by several smaller ones, Hoenn is very coastal, with several routes requiring Surf and Dive to navigate. As a result, the region has an abundance of Water types, while others, like Fire and Electric, are more scarce.

While the day-night cycle was no more, Hoenn instead had a weather system, with bright sun, rain, hail and sandstorms affecting different areas of the region, thus affecting what kinds of Pokémon flourish there. Weather was also present in battles, where moves like Sunny Day and Rain Dance alter the climate to your advantage. Natures and Abilities were introduced with Hoenn, granting Pokémon more personality. Those with the right combo gained a big advantage, going far beyond using super-effective moves to dominate.

© Getty

POKÉMON TYPES

NORMAL
FIRE
WATER
GRASS
ELECTRIC
ICE
FIGHTING
POISON
GROUND
FLYING
PSYCHIC
BUG
ROCK
GHOST
DRAGON
DARK
STEEL
FAIRY

TURN THE PAGE TO SEE OUR FAVOURITE HOENN POKÉMON

304 ARON
305 LAIRON
306 AGGRON
307 MEDITITE
308 MEDICHAM
309 ELECTRIKE
310 MANECTRIC
311 PLUSLE
312 MINUN
313 VOLBEAT
314 ILLUMISE
315 ROSELIA
316 GULPIN
317 SWALOT
318 CARVANHA
319 SHARPEDO
320 WAILMER
321 WAILORD
322 NUMEL
323 CAMERUPT
324 TORKOAL
325 SPOINK
326 GRUMPIG
327 SPINDA
328 TRAPINCH
329 VIBRAVA
330 FLYGON
331 CACNEA
332 CACTURNE
333 SWABLU
334 ALTARIA
335 ZANGOOSE
336 SEVIPER
337 LUNATONE
338 SOLROCK
339 BARBOACH
340 WHISCASH
341 CORPHISH
342 CRAWDAUNT
343 BALTOY
344 CLAYDOL
345 LILEEP
346 CRADILY
347 ANORITH
348 ARMALDO
349 FEEBAS
350 MILOTIC
351 CASTFORM
352 KECLEON
353 SHUPPET
354 BANETTE
355 DUSKULL
356 DUSCLOPS
357 TROPIUS
358 CHIMECHO
359 ABSOL
360 WYNAUT
361 SNORUNT
362 GLALIE
363 SPHEAL
364 SEALEO
365 WALREIN
366 CLAMPERL
367 HUNTAIL
368 GOREBYSS
369 RELICANTH
370 LUVDISC
371 BAGON
372 SHELGON
373 SALAMENCE
374 BELDUM
375 METANG
376 METAGROSS
377 REGIROCK
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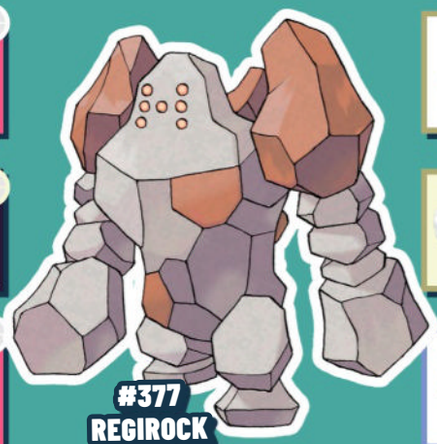
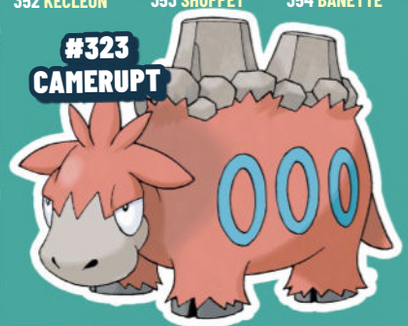
380 LATIAS
381 LATIOS
382 KYOGRE
383 GROUDON
384 RAYQUAZA
385 JIRACHI
386 DEOXYS



#377 REGIROCK



#323 CAMERUPT

POKÉ FACTS

Zangoose and Seviper have a fierce rivalry! In fact, in *Pokémon X & Y*, if you encounter a horde of Zangoose with one Seviper, they will ignore your Pokémon and attack their nemesis!

"The Hoenn region has an abundance of Water types"

SAFARI ZONE HOENN

THE STARTER POKEMON

GROWING STRONG

Sceptile, Blaziken and Swampert are the final forms of the Hoenn starters, though all three are also able to Mega Evolve. Two starters gain a secondary typing with their first evolution, with Marshtomp's new Ground type removing its weakness to Electricity and Combusken's Fighting type powering up its powerful kicks.

TREECKO

TYPE Grass
SIGNATURE MOVE Absorb

■ This little tree lizard is calm and collected, not showing any fear against even the largest and most threatening foes. Refusing to back down no matter what, it will stare enemies straight in the eye to intimidate them. Making its home in the tops of trees, tiny spikes on its fingers and toes allow it to climb tree trunks and stick to walls with ease. It can use its twin-leaf tail to detect humidity and predict the weather.

TORCHIC

TYPE Fire
SIGNATURE MOVE Ember

■ Adorned with fire-coloured feathers and a blazing crest on its head, this Pokémon's yellow wings are much too small to allow for flight. Its firepower comes from a flame inside its belly, allowing it to spit fire that reaches over a thousand degrees Fahrenheit. This internal flame also makes Torchic feel warm to the touch, making it extremely huggable. Torchic is scared of the dark and doesn't like being alone, especially at night, cuddling up to its Trainer to sleep.

MUDKIP

TYPE Water
SIGNATURE MOVE Mud Slap

■ Thriving in swamps and wetlands, Mudkip doesn't mind getting a little dirty and sleeping buried in the mud to avoid danger. It's a great swimmer, using its tail to propel itself through the water at great speeds. The large blue fin on its head can detect air and water currents, helping it locate bodies of water. Although it can survive on land, it needs to keep its skin moist so it doesn't dry out, hence choosing to live near water.

ABSOL

TYPE Dark
SIGNATURE MOVE Night Slash

■ This mysterious Pokémon makes its home in mountainous regions, far from towns and cities. The curved, scythe-shaped horn protruding from its head is extremely sensitive, able to pick up on even the smallest changes in its environment to predict when disaster is about to strike. Though it tries to warn people about incoming danger, many people have instead become superstitious, believing Absol is somehow to blame for natural disasters.

ALTARIA

TYPE Dragon/Flying
SIGNATURE MOVE Perish Song

■ Evolving from the Normal/Flying Swablu at level 35, this beautiful, bird-like beast resembles a fluffy cloud and glides gracefully through the air, singing a sweet song. Because it is so light, it can ride updrafts to soar high into the sky. Altaria is a peaceful Pokémon and will avoid conflict by all means possible. However, when threatened, it will unleash a stream of fiery Dragon Breath or use its singing to lull opponents to sleep.

GARDEVOIR

TYPE Psychic/Fairy
SIGNATURE MOVE Future Sight

■ Ralts, Kirlia and Gardevoir are all green, white and pink humanoid creatures, growing elegantly with each evolution. Gardevoir can see into the future and distort dimensions – even able to create a miniature black hole. It's also fiercely loyal to its Trainer, going to any length to protect them from harm. When Fairy type was added in Generation VI, Gardevoir was one of the many Pokémon retroactively given this as a secondary typing, allowing it to access new moves like Draining Kiss and Moonblast.

POKÉ FACTS

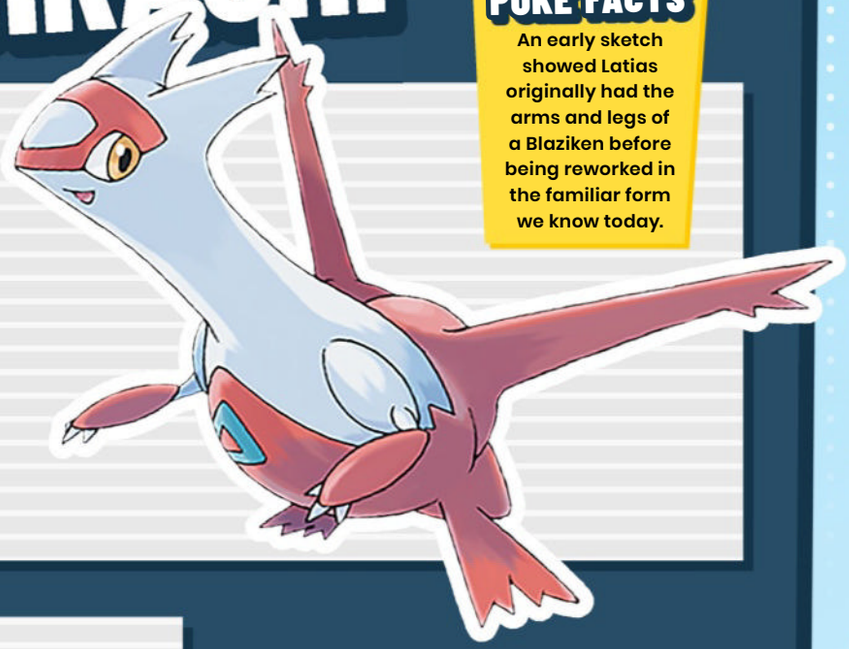
Gardevoir looks to be based on the shape of a feminine dancer, with a flowing gown and face that looks like a masquerade mask.

EON DUO + JIRACHI

LATIAS

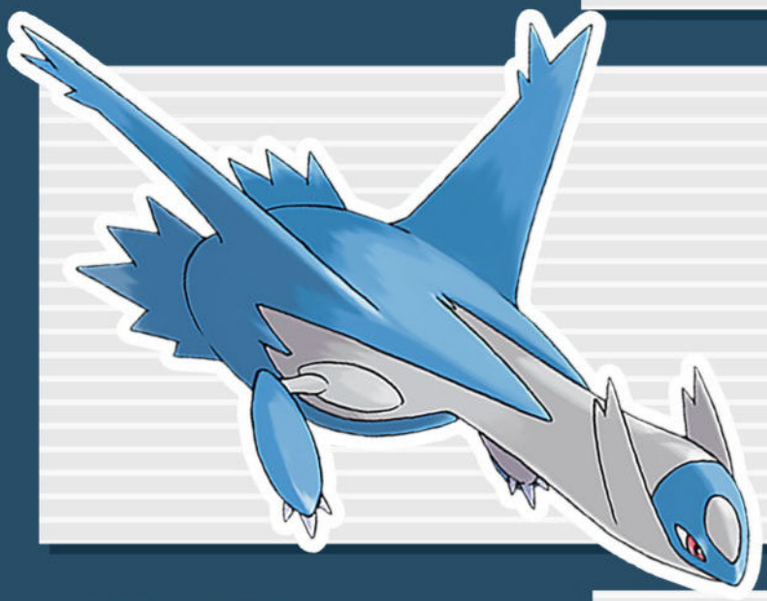
TYPE Dragon/Psychic
SIGNATURE MOVE Mist Ball

■ One half of the Eon Duo, Latias is always female – the first Legendary Pokémon to have an assigned gender. Designed to look like an aeroplane, Latias's colour scheme is red and white, with a blue triangle on its chest. Latias can bounce light rays with its feathers to disguise itself or become completely invisible, helping it avoid confrontation. It can also use telepathy to communicate with humans, understanding their language perfectly.



POKÉ FACTS

An early sketch showed Latias originally had the arms and legs of a Blaziken before being reworked in the familiar form we know today.



LATIOS

TYPE Dragon/Psychic
SIGNATURE MOVE Luster Purge

■ The male counterpart of the Eon Duo, Latios is larger than Latias and its colours are inverted, being blue with a red triangle marking. While Latias excels at defence, Latios has greater offensive power. By tucking its arms tightly into its body, it can accelerate to jet-like speeds, travelling great distances through the sky. Also possessing telepathic abilities, it is a very intelligent and compassionate Pokémon.

JIRACHI

TYPE Steel/Psychic
SIGNATURE MOVE Doom Desire

■ The Mythical Pokémon of Hoenn, the star-headed Jirachi is only available through special means such as distribution events and is therefore extremely hard to obtain. Jirachi hibernates for 1,000 years at a time, only waking for seven days before returning to its slumber. However, during the week it's awake, it will grant any wish written on the three tags hanging from each point of its head. The curve on its belly opens up to reveal Jirachi's mysterious 'true eye'.

> "The whale-like Kyogre has power over rain and the sea"

GROUDON

TYPE Ground
SIGNATURE MOVE Precipice Blades

■ This ancient and ferocious beast is said to have created the continents by summoning volcanoes and causing intense droughts – it's likely the reason that Hoenn is home to Mt Chimney, a large active volcano in the north. The mascot of *Ruby*, during the events of the game Team Magma seeks to awaken Groudon and harness its power to lower sea levels and create more landmass – though they ultimately fail, causing it to rampage. In *Omega Ruby*, Groudon's role was expanded, revealing more details about its rivalry with Kyogre. Groudon can enter its superpowered Primal state by using the Red Orb, making its appearance larger and more frightening.

KYOGRE

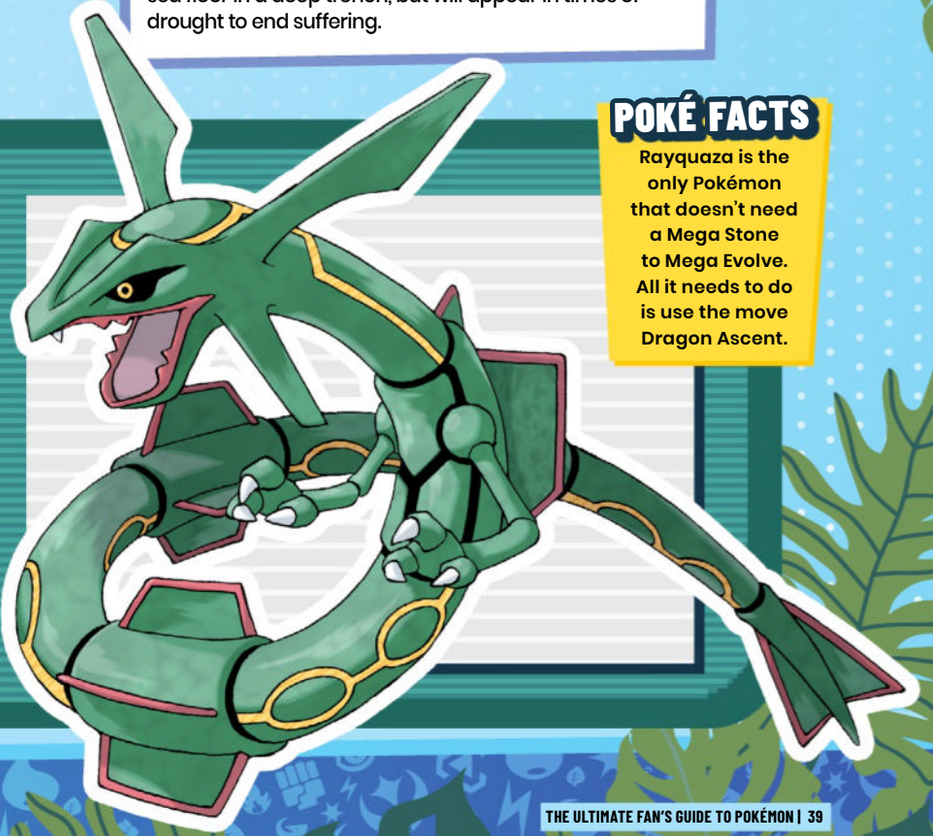
TYPE Water
SIGNATURE MOVE Origin Pulse

■ An opposing force to Groudon, their rivalry goes back millennia, becoming a legend to the people of the Hoenn region. The whale-like Kyogre has power over rain and the sea – traits which led Team Aqua to attempt to awaken the Legendary monster to raise sea levels and reclaim the land by summoning torrential downpours and tsunamis. Kyogre can use the power of the Blue Orb to revert to its Primal state, said to be its original form from when it created the oceans. Usually a peaceful Pokémon, it dwells at the bottom of the sea floor in a deep trench, but will appear in times of drought to end suffering.

RAYQUAZA

TYPE Dragon/Flying
SIGNATURE MOVE Dragon Ascent

■ Encountered at the Sky Pillar, this green dragon of legend is one of Hoenn's most powerful Pokémon, once breaking up a clash between Kyogre and Groudon when their fight threatened to destroy the balance of nature. It reprises this role in *Pokémon Emerald* when the two are at war once again. It inhabits the atmosphere, rarely seen by humans at such high altitudes, and has the power to deflect or destroy meteors. However, it's unknown if it can leave the atmosphere and enter space. Myths suggest that Rayquaza was the first Pokémon to achieve Mega Evolution, capable of doing so without a Mega Stone.



POKÉ FACTS

Rayquaza is the only Pokémon that doesn't need a Mega Stone to Mega Evolve. All it needs to do is use the move Dragon Ascent.

ROUTE 113
FALLARBOR TOWN
ROUTE 114
MOUNT CHIMNEY
ROUTE 111
FORTREE CITY
ROUTE 112
ROUTE 119
METEOR FALLS
LAVARIDGE TOWN
ROUTE 115
VERDANTURF TOWN
ROUTE 116
ROUTE 117
ROUTE 118
MAUVILLE CITY
RUSTBORO CITY
ROUTE 110
ROUTE 103
PETALBURG WOODS
OLDALE TOWN
ROUTE 102
ROUTE 104
ROUTE 134
ROUTE 133
PETALBURG CITY
ROUTE 101
STATEPORT CITY
ROUTE 105
LITTLEROOT TOWN
SEA MAUVILLE
ROUTE 106
ROUTE 109
DEWFORD TOWN
ROUTE 107
ROUTE 108

HOENN REGION

Hoenn's tropical climes make it an ideal habitat for a diverse set of Pocket Monsters. It was formed during Groudon and Kyogre's battle for supremacy. Before it spiralled into chaos, Rayquaza intervened, creating harmony between the land and sea.

ADVENTURES IN SINNOH AND HISUI

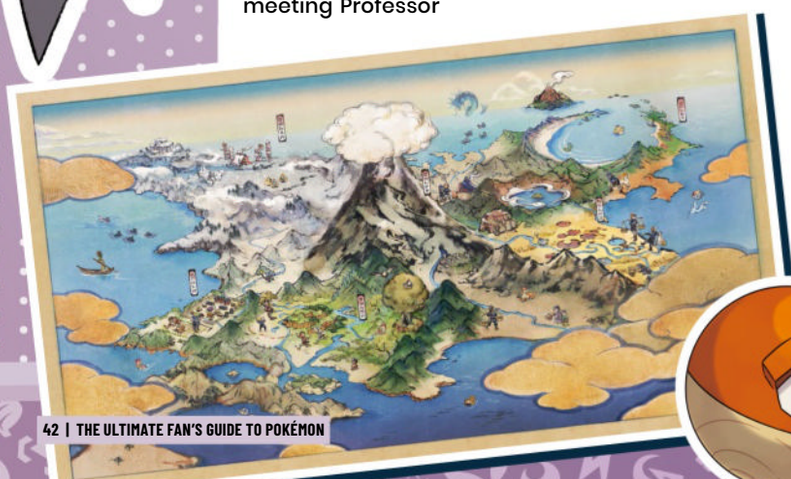
FULL MAP ON PAGE 52

Travel to a beautiful region known for its multitude of myths and legends surrounding the creation of the Pokémon world...

Sinnoh, known as Hisui in the distant past, is a region steeped in fascinating history, with a design inspired by Japan's northernmost island, Hokkaido. Dividing this intriguing region at the centre is the sacred, snow-capped Mount Coronet, home to ancient ruins that researchers believe could hold the key to discovering the very origins of the *Pokémon* universe.

But before you can embark on your journey to unravel the many mysteries of time and space, you must take your very first steps outside of your peaceful hometown of Twinleaf. After meeting Professor Rowan, befriending your very first Pokémon – Turtwig, Chimchar or Piplup – and being gifted a Pokédex, eager Trainers can set off on an exciting new adventure, ready to take on the nation's eight Gym Leaders.

Compete and trade with Trainers from across the world thanks to the region's Wi-Fi innovations; take a break from battling at the Super Contests of Hearthome City; and even access a vast underground network to mine for rare items and customise your own Secret Base. Before long, you'll find yourself embroiled in the world-domination plans of the nefarious Team Galactic, whose leader, Cyrus, seeks to harness the power of Legendary Pokémon Dialga or Palkia to create a new world devoid of spirit. Thwart his selfish ambitions before challenging the Pokémon League and the formidable Champion Cynthia to become Sinnoh's most powerful Trainer.



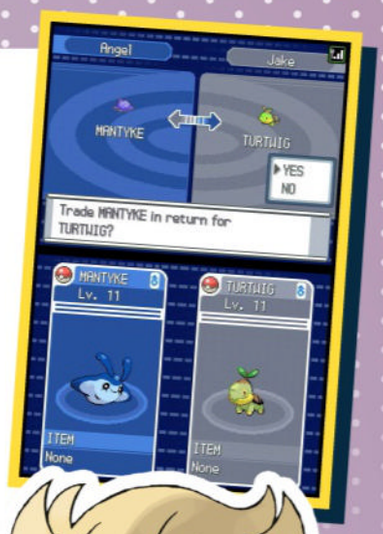
POKÉMON DIAMOND & PEARL

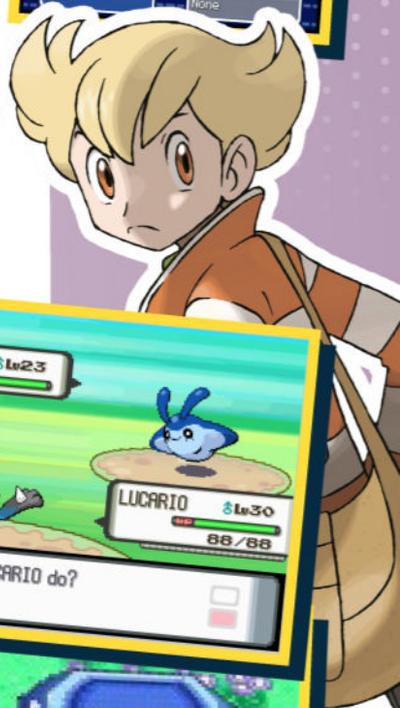
Dual-screen battling action in the fourth Generation of Pokémon!

As the first core-series *Pokémon* games for the dual-screen Nintendo DS handheld, *Diamond & Pearl* (first released in Japan in 2006) introduced many exciting new mechanics alongside enhanced graphics and animations, plus 107 new Pokémon pals to catch, train and befriend, bringing the total to 493. Two screens meant more space for the action in battles, with the touchscreen providing easy access to your Pokémon's moves, your bag's items and more. Outside of battle, this extra screen served as your nifty Pokémon Watch – or Pokétch – with plenty of handy apps to unlock for assisting you on your journey, from a Friendship Checker to the item-finding Dowsing Machine.

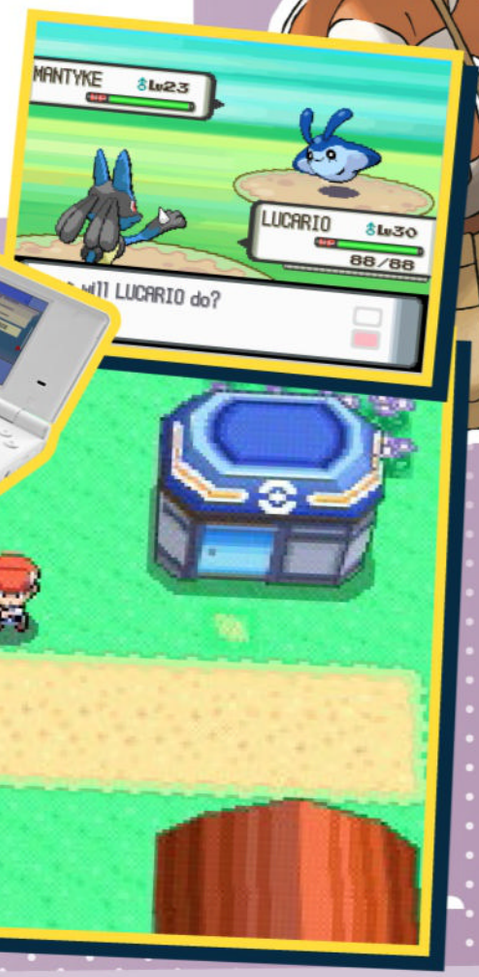
Utilising the Nintendo Wi-Fi Connection service, *Diamond & Pearl* were the first *Pokémon* games to enable battles and trades over Wi-Fi, with Trainers connecting from across the globe and even communicating over Voice Chat. And at Jubilife City's Global Trade Station (GTS), you could suggest a Pokémon trade for anyone in the world to accept – a fantastic way to help complete your Pokédex!

Battle strategies also received an upgrade, with each individual move assigned as either a Physical or Special attack, compared to previous games where this was simply determined by a move's type. Other fun additions include changes to certain Pokémon's appearance based on their gender; the ability to attach colourful animated Seals to your Poké Balls to add flair to your Pokémon's entrance; enhanced Contest mechanics that even include a rhythm-based dancing round; a touchscreen minigame for baking Poffins; and the return of the real-time day/night cycle from Gen II, with a location's music changing according to the time of day.





> "Two screens meant more space for the action in battles"



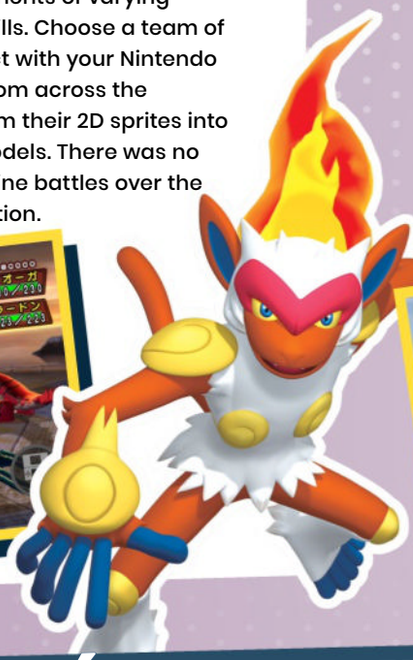
POKÉMON PLATINUM

As an enhanced version of *Diamond & Pearl*, *Platinum* (released in 2008), saw a few changes to the landscapes of Sinnoh, new sprite animations, redesigned gyms, minigames, and a more in-depth story centring on the Ghost/Dragon-type Legendary Pokémon Giratina and its home, the Distortion World: an ominous, otherworldly parallel dimension.

POKÉMON BATTLE REVOLUTION

Battle with your beloved Sinnoh team in glorious 3D

The first Pokémon game for the Wii, *Pokémon Battle Revolution* arrived in 2006 and introduced players to Pokétopia, an island of 11 colosseums and tournaments of varying rulesets for testing your skills. Choose a team of rental Pokémon, or connect with your Nintendo DS to see your Poké pals from across the Generations transform from their 2D sprites into fun, three-dimensional models. There was no story mode, but global online battles over the internet were a great addition.



HISUIAN SNOW

This gorgeously animated miniseries is not to be missed

Premiering in May 2022 and available to watch on the official *Pokémon* YouTube channel, this three-episode miniseries follows the story of Alec who, injured and lost in the wilderness, befriends a shiny Hisuian-form Zorua. However, this is much to the horror of Alec's father, who has heard tales of a ferocious wild beast living in the forests. Despite this, Alec teams up with the Survey Corps to investigate the appearance of mysterious space-time distortions and rescue the Pokémon within.

POKÉMON BRILLIANT DIAMOND & SHINING PEARL

Relive the original Sinnoh adventures in these Nintendo Switch remakes

In 2021, *Brilliant Diamond & Shining Pearl* hit the shelves, sporting a unique 'chibi' art style and remaining very faithful to the original DS titles. The games feature a few additional extras, such as Pokémon being able to follow you around in the overworld, Hideaways in what is now the Grand Underground that contain rare Pokémon, and HMs are conveniently now part of the Pokétch. As faithful *Diamond & Pearl* remakes, the additional story elements seen in *Pokémon Platinum* were sadly not included.

POKÉ FACTS

The Galaxy Expedition Team in *Legends: Arceus* has many similarities with the modern Team Galactic, making it a likely percussor.

POKÉMON LEGENDS: ARCEUS

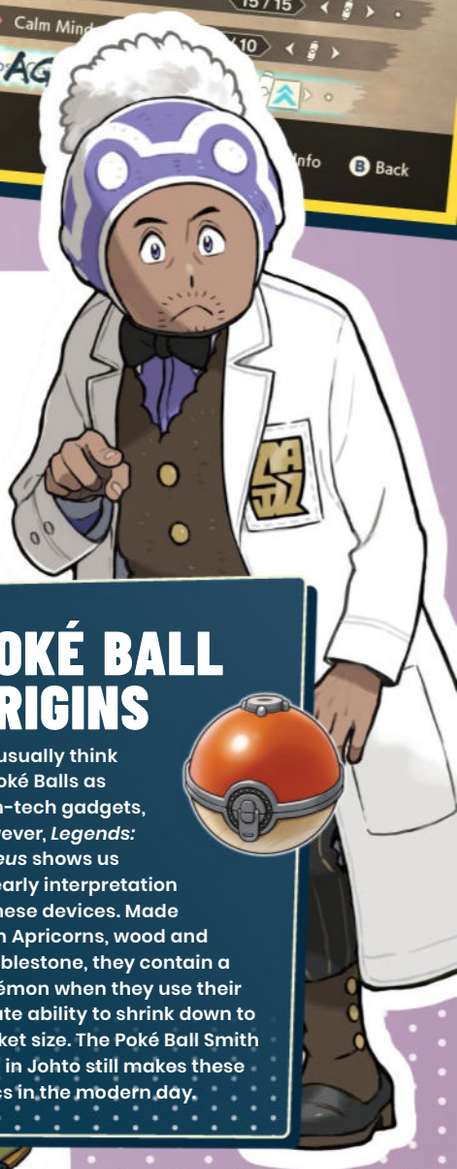
Travel back in time and aim to complete the first ever Pokédex

Before the modern landmarks of the GTS, Super Contest Hall, Veilstone Department Store and the Pokémon League, the region of Sinnoh was known as Hisui. Poké Balls and the Pokédex were brand-new inventions, and uncovering the mysteries of the region's mythology led to a conflict between two clans.

Pokémon Legends: Arceus, released on the Nintendo Switch in early 2022, is a fresh and original *Pokémon* experience, featuring new battle mechanics and a huge world to explore, rather than a series of routes and towns to visit in linear order. You can now sneak up on wild Pokémon before carefully aiming an old-timey Poké Ball in their direction, collect items for crafting, and turn the tide of battle by mastering the new Agile and Strong Styles. Formidable strong creatures lurk across the many vast landscapes of Hisui, including the revered Noble Pokémon that have inexplicably spiralled into a wild frenzy. Could the bizarre spatial rift swirling ominously atop Mount Coronet be the cause of such strange behaviour?

Meet the residents of Jubilife Village and join the Survey Corps of the Galaxy Team, an organisation that seeks to explore Hisui and document its Pokémon. Get acquainted with Professor Laventon, pioneer of the very first Pokédex – a written journal rather than an electronic device – and freely travel across Hisui to record your Pokémon sightings, unlocking the ability to summon Ride Pokémon for traversing the region's mountains, seas and skies.

But who sent you into the past, and why? Encounter Legendary Pokémon, meet the ancestors of favourite characters from previous games, and delve even deeper into the origins of this fascinating land...



POKÉ BALL ORIGINS

We usually think of Poké Balls as high-tech gadgets, however, *Legends: Arceus* shows us an early interpretation of these devices. Made from Apricorns, wood and tumblestone, they contain a Pokémon when they use their innate ability to shrink down to pocket size. The Poké Ball Smith Kurt in Johto still makes these relics in the modern day.

SAFARI ZONE SINNOH AND HISUI

#387 -493

Powerful new evolutions and cute babies join the ranks with the rulers of time and space

Gen IV introduced 107 new faces, including a fresh starter trio, mighty Legendaries, mysterious Mythical Pokémon, and evolutions of many old favourites.

Beginning your Sinnoh adventure with your new friend Turtwig, Chimchar or Piplup, initial encounters include the region's common bird Starly, the cute electric lion Shinx and the lovable Bidoof who, especially after evolving into the Normal/Water-type Bibarel, could helpfully learn the majority of HMs.

Many beloved Pokémon from previous regions gain an extra power boost in the form of new evolutions. Level up a Tangela, Piloswine or Yanma while knowing the move Ancient Power, and they'll evolve into the imposing Tangrowth, Mamoswine and Yanmega. Kanto favourites Magmar and Electabuzz evolve through trade with the Magmarizer and Electirizer, and Eevee added to its line with new Grass-type and Ice-type evolutions, Leafeon and Glaceon, that could only evolve at specific locations.

Similarly to past eras, the Sinnoh Dex includes Fossil Pokémon, Cranidos and Shieldon; a three-stage Dragon-type line (Gible, Gabite and Garchomp); a roster of new Baby Pokémon like the ever-hungry Munchlax; and of course, mighty Legendaries. Uncover Sinnoh's history as you encounter Dialga, Palkia and Giratina, alongside the Lake Guardians Uxie, Mesprit and Azelf (representing knowledge, emotion, and willpower) and Arceus, believed to be the creator of the Pokémon world.

POKÉ FACTS

Luxray gets its name from its powerful sight. Its eyes are so strong that it can see through most objects like it has X-ray vision.

© Getty

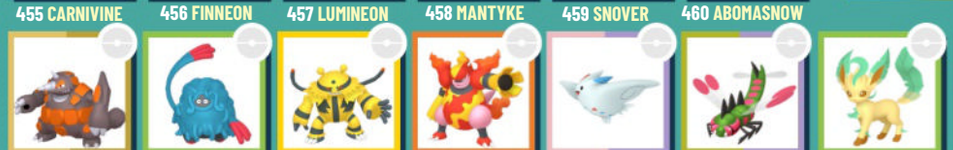
POKÉMON TYPES

NORMAL	GRASS	GROUND	GHOST
FIRE	ELECTRIC	FLYING	DRAGON
WATER	ICE	PSYCHIC	DARK
	FIGHTING	BUG	STEEL
	POISON	ROCK	FAIRY

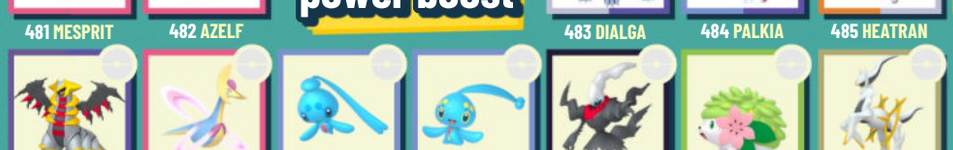
TURN THE PAGE TO SEE OUR FAVOURITE SINNOH AND HISUI POKÉMON

POKÉ FACTS

Abomasnow is based on the real-world cryptid: the Yeti, or Abominable Snowman – sounds similar, doesn't it?



"Beloved Pokémon from previous regions gain an extra power boost"



HISUI POKÉMON

THE STARTER POKEMON

TURTWIG

TYPE Grass
SIGNATURE MOVE Razor Leaf

■ Just like a little plant, the adorable Turtwig needs lots of hydration and sunlight to keep healthy; the shell on its back is actually made of soil and should feel moist. The seedling atop its head will wilt when thirsty. Living alongside lakes, Turtwig can even produce oxygen through photosynthesis when exposed to sunlight. Ash Ketchum catches a friendly Turtwig in the *Diamond & Pearl* anime series, and it likes to excitedly bite his head in affection.

Turtwig evolves into Grotle at level 18, then at level 32 transforms into the 310-kilogram Grass/Ground-type Torterra, learning the fearsome move Earthquake.

CHIMCHAR

TYPE Fire
SIGNATURE MOVE Ember

■ This energetic little chimp has a fiery tail that can't be put out by the rain; it's only extinguished when it sleeps – helpfully preventing fires – although it also burns weakly when it feels sick. An extremely agile Pokémon that can scale steep cliffs, Chimchar live atop rocky mountains.

It gains a Fighting secondary type upon evolving into Monferno at level 14, making it a force to be reckoned with, especially against Roark's Rock-type Pokémon at Sinnoh's first gym, which would otherwise have had a type advantage. At level 36, Monferno grows into Infernape, a speedy martial arts expert with a head of inextinguishable fire.

PIPLUP

TYPE Water
SIGNATURE MOVE
Bubble Beam

■ This cute little penguin is said to be an excellent swimmer, but it's not quite so skilled at walking and is prone to falling – but will always get back up with its head held high. Piplup evolves into Prinplup at level 16, and at level 36 becomes the majestic Water/Steel-type Empoleon, sporting a menacing trident-head.

Piplup was also a key character of the *Diamond & Pearl* series, with Ash's companion Dawn choosing it as her starter and keeping it outside of its Poké Ball, giving Piplup as much screen time as Pikachu and helping it become a firm favourite.

SHAYMIN

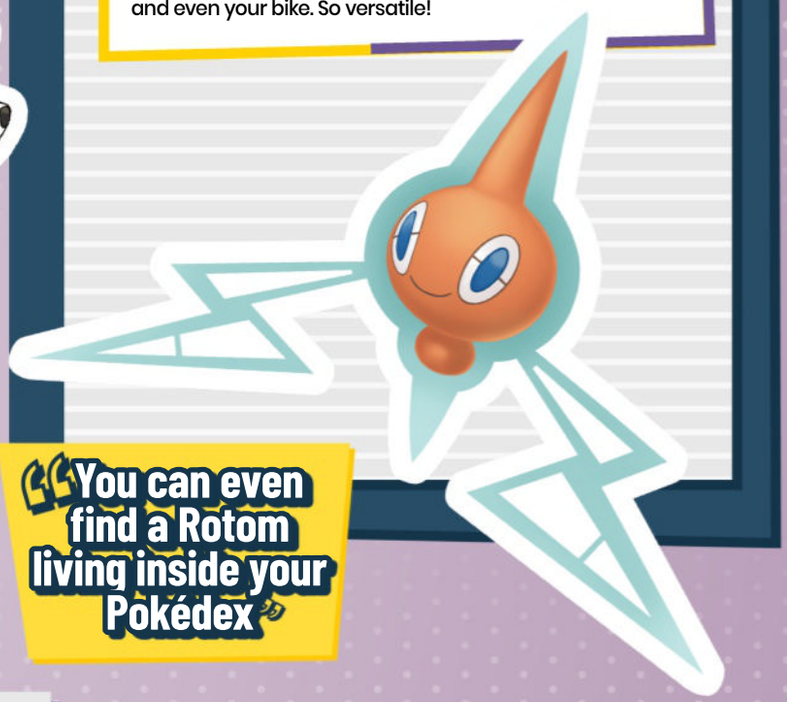
TYPE Grass (Land Forme)
Grass/Flying (Sky Forme)
SIGNATURE MOVE Seed Flare

■ This hedgehog-like Mythical Pokémon can transform into its Sky Forme with a Gracidea Flower; it'll revert back into its original Land Forme at night or when frozen. Known for its purifying abilities, Shaymin can cleanse polluted areas and transform withered lands into lush fields of flowers. A particularly sassy Shaymin also stars in the *Pokémon* movie *Giratina And The Sky Warrior*, in which it becomes embroiled in the dangerous conflict between Dialga and Giratina.

ROTOM

TYPE Electric/Ghost
SIGNATURE MOVE Discharge

■ This mischievous little Pokémon can infiltrate ordinary household appliances to wreak havoc, including washing machines, microwaves, lawnmowers, fans and refrigerators! Rotom's type changes depending on its new form, and it also learns powerful new moves such as Hydro Pump or Blizzard. In later games you'll even find a Rotom living inside your Pokédex – offering advice, providing humorous quips, and just generally being a bit of an attention-seeker – powering your phone, your PC, and even your bike. So versatile!



> "You can even find a Rotom living inside your Pokédex"

POKÉ FACTS

Lucario looks remarkably similar to the ancient Egyptian god Anubis, which also has a wolf head and has the power to judge people's life, or 'aura'.

LUCARIO

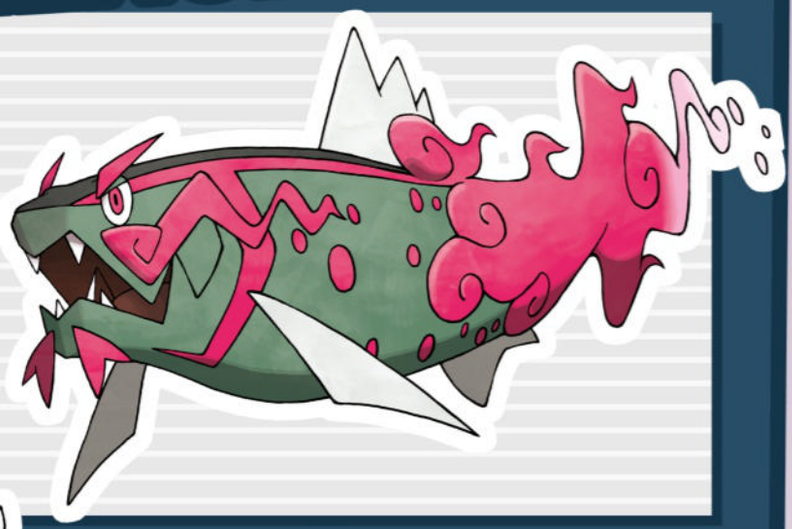
TYPE Fighting/Steel
SIGNATURE MOVE Aura Sphere

■ The hugely popular Lucario can sense the aura of people and Pokémon, making it attuned to their emotions and movements. Before its appearance in *Diamond & Pearl*, Lucario debuted in the eighth *Pokémon* movie, *Lucario And The Mystery of Mew*, in which it uses its powers of telepathy to communicate.

Lucario evolves from Riolu – but only during the day, and requires high friendship with its Trainer. An epic Mega Evolution was introduced in *Pokémon X & Y*, attainable with the Lucarionite Mega Stone.

HISUIAN POKÉMON

BASCULEGION



TYPE Water/Ghost
SIGNATURE MOVE Wave Crash

■ Gen V's Water-type Pokémon Basculin can be found across multiple regions in its Red-Striped and Blue-Striped forms, but it's only in the historic region of Hisui that the far less aggressive White-Striped form lives. In *Legends: Arceus*, these Basculin evolve with a rather unusual method – they need to lose at least 294 HP from recoil damage without fainting. Known for having no equal throughout Hisui's rivers, the Water/Ghost type Basculegion will transport you across the region as a Ride Pokémon.

HISUIAN BRAVIARY

TYPE Psychic/Flying
SIGNATURE MOVE Esper Wing

■ Rufflet evolves into the valiant soldier of the sky, Braviary, at level 54, with the Hisuian variant known for its distinctive white plumage combined with its striking purple flames that represent its new Psychic typing. With a shriek of their blood-curdling battle cry, Hisuian Braviary hunt by utilising their psychic powers, releasing shock waves that can reach their underwater prey, causing them to float to the surface. Braviary assists humans as a Ride Pokémon in Hisui for soaring across the open skies.

KLEAVOR

TYPE Bug/Rock
SIGNATURE MOVE Stone Axe

■ "If one should chance upon this Pokémon in the wilds, one's only recourse is to flee," advises Kleavor's Pokédex entry... which seems like very good advice for stumbling upon a violent, mantis-like creature with axes for arms. Scythers in Hisui evolve into this intimidating Pokémon with the Black Augurite, and in *Legends: Arceus*, a Kleavor known as the 'Lord of the Woods' is revered as a Noble Pokémon, said to be a descendent of Pokémon that were blessed by Arceus in ancient times.

DIALGA

TYPE Steel/Dragon

SIGNATURE MOVE

Roar Of Time

■ Sinnoh is famous for its mythology that delves into the creation of not the region, but the entirety of the *Pokémon* universe, with the mighty Arceus believed to have created Dialga, Palkia and Giratina – the mascots of *Diamond, Pearl & Platinum* – with their own unique powers and control. Dialga is the ruler of time, with the ability to speed up, slow down or stop time completely, as well as freely travel into the past or future; it is said that when Dialga was born, time began to flow. When exposed to an Adamant Crystal, Dialga changes into its Origin Forme and achieves its full power.

GIRATINA

TYPE Ghost/Dragon

SIGNATURE MOVE Shadow Force

■ Said to have been banished to another dimension by its creator Arceus, Giratina is known for its violent nature. A personification of antimatter, Giratina resides in the Distortion World, a parallel reality where there is no flow of time and the laws of physics do not apply. In this world, Giratina changes from its Altered Forme to the serpent-like Origin Forme, said to be its true shape. Outside of its home, Giratina can switch forms by holding a Griseous Orb/Core. As well as *Pokémon Platinum*, Giratina also has an essential role in the story of Pokémon *Legends: Arceus*, where its power to tear open space-time rifts leads to chaos when falling into the wrong hands...

PALKIA

TYPE Water/Dragon

SIGNATURE MOVE Spacial Rend

■ With the ability to control space, Palkia can travel between dimensions, warp its surroundings, summon inter-dimensional portals and create alternate realities. Said to live in the space between parallel worlds, Palkia's powerful signature move, Spacial Rend, can tear through the very fabrics of space. In *Pokémon Legends: Arceus*, Palkia transforms into its quadrupedal, centaur-like Origin Forme when exposed to the Lustrous Globe.

The Creation Trio of Dialga, Palkia and Giratina are also the stars of a *Pokémon* movie trilogy, beginning with the franchise's tenth movie *The Rise Of Darkrai* and concluding in *Arceus And The Jewel Of Life.*

POKÉ FACTS

Despite having four perfectly good legs, the time-bending Dialga prefers to float around with the power of levitation.

> "Giratina resides in the Distortion World, a parallel reality"

SINNOH
REGION
Perhaps *Pokémon*'s most historic region, we have seen two versions of this ancient land: the present-day Sinnoh and its old-timey counterpart, Hisui. Both nations are dominated by one focal point: the looming Mount Coronet, which has mysterious powers.
LAKE ACUITY
SNOWPOINT CITY
ROUTE 217
ROUTE 216
IRON ISLAND
ETERNA FOREST
ROUTE 211
ETERNA CITY
FUEGO IRONWORKS
SPEAR PILLAR
ROUTE 206
ROUTE 205
WAYWARD CAVE
MOUNT CORONET
FLOAROMA TOWN
VALLEY WINDWORKS
CANALAVE CITY
ROUTE 204
ROUTE 207
ROUTE 208
OREBURGH GATE
ROUTE 218
JUBILIFE CITY
ROUTE 203
OREBURGH CITY
ROUTE 202
LAKE VERITY
SANDGEM TOWN
TWINLEAF TOWN
ROUTE 201
ROUTE 219
ROUTE 220
ROUTE 221
PAL PARK

EXPLORING SINNOH
STARK MOUNTAIN
ROUTE 227
SURVIVAL AREA
ROUTE 226
ROUTE 228
BATTLE ZONE
ROUTE 225
FIGHT AREA
ROUTE 230
ROUTE 229
RESORT AREA
CELESTIC TOWN
ROUTE 224
POKÉMON LEAGUE
ROUTE 210
VEILSTONE CITY
ROUTE 215
VICTORY ROAD
SOLACEON TOWN
SOLACEON RUINS
MANIAC TUNNEL
TURNBACK CAVE
ROUTE 223
HEARTHOME CITY
ROUTE 209
ROUTE 214
LAKE VALOR
SUNYSHORE CITY
POKÉMON MANSION
GREAT MARSH
ROUTE 222
HOTEL GRAND LAKE
ROUTE 212
PASTORIA CITY
ROUTE 213

ADVENTURES IN UNOVA

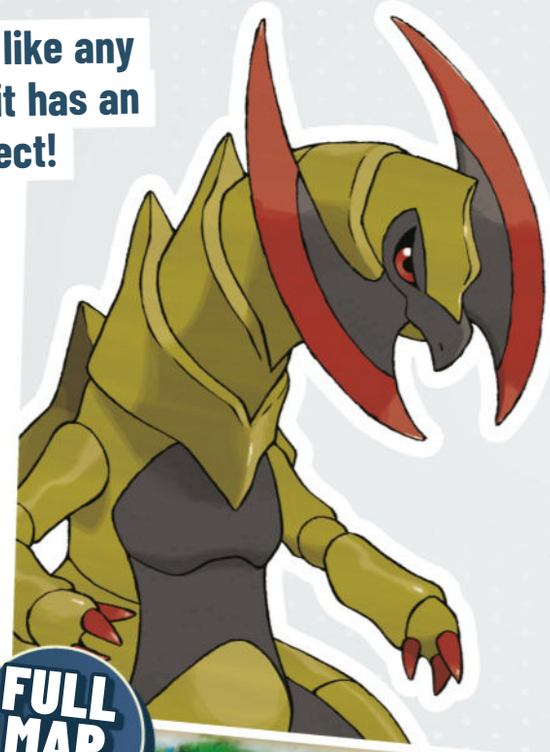
Welcome to this distant region which is not like any landscape we have visited yet, so much so it has an entirely new roster of monsters to collect!

This region is far, far away from the likes of Kanto, Johto and Sinnoh. So far away, in fact, that familiar Pokémon such as Pidgey, Zigzagoon and Marill are hard to come by. Instead, Unova is home to an entirely different ecosystem of Pokémon that stand proud on their own and have made the region their home.

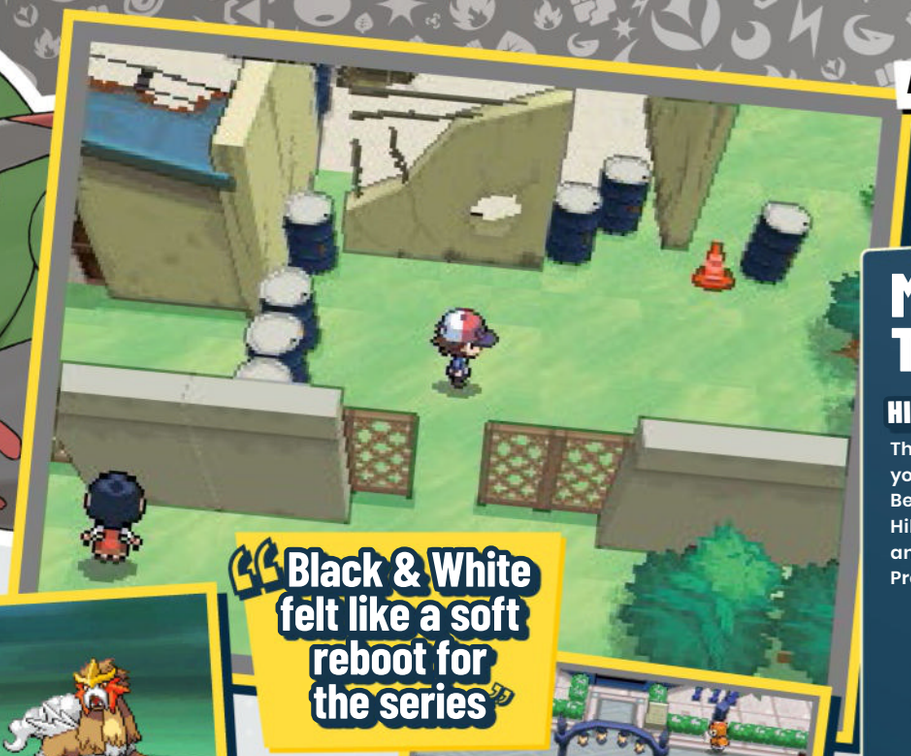
Unova is mainly based on New York in the USA, so Pokémon like Timburr, Trubbish and Vanillite show us how the local wildlife has adapted to the urban environment. However, when we say 'New York' we don't mean the city alone, but more the entire state of New York, which means that surrounding the dense Castelia City is woodland, mountains, plains and, of course, an ocean. These habitats let Unova's more diverse Pokémon shine, from the cute forest-dweller Deerling to the formidable Haxorus, which dwells in the mountains.

The country has a rich history, too. In its mythology, it is said that two heroes befriended a dragon, but when the two champions argued, the dragon split in two, becoming Reshiram and Zekrom, with each siding with a hero.

If you plan on visiting Unova, you'd do well to stop off at Castelia City to sample its bustling markets. Venture further out and you'll find plenty to do: stop by Dragonspiral Tower to delve deeper into the land's legends; visit Undella Town and relax in its resort; and, of course, journey to the Pokémon League if you think you have what it takes to become a Champion!



FULL MAP ON PAGE 64



> "Black & White felt like a soft reboot for the series"

POKÉMON BLACK & WHITE

A brave beginning of a new Pokémon era

By 2010, *Pokémon* had seen four very successful Generations of games, movies, TV shows and monsters. However, for its next era, Game Freak wanted to make some very big changes. The Pokémon creators wanted their next games to feel new, unique and be able to stand on their own, so they made the dramatic decision to only include new Pokémon. If you wanted to grab a Pikachu, you'd have to beat the Pokémon League first.

Pokémon Black & White felt like a soft reboot to the series, but at the same time, they were confident and faithful *Pokémon* games with all the monster-catching, battling and breeding that players had grown to love over the years. Game Freak went one step further and introduced Triple Battles and Rotation Battles, giving Trainers more options when it came to high-stakes showdowns.

The most remarkable thing the *Pokémon Black & White* adventure had going for it, however, was its story. As soon as your Trainer leaves Nuvema Town, they embark on an epic quest that is punctuated by your typical Gym Battles but also encounters with your enigmatic rival, N, and the occasional clash with Team Plasma which reaches a satisfying and epic finale.

The games hold up remarkably well, too. Thanks to being released on the Nintendo DS and using timeless 2D sprite-based graphics, it has the vibe of a modern *Pokémon* game with a classic sheen. If it weren't for a pair of sublime sequels, we'd be calling this the essential Unova adventure... but more on those follow-ups later!

MEET THE CAST

HILDA/HILBERT

The player characters that you'll be catching them all as! Beginning at Nuvema Town, Hilda or Hilbert embarks on an adventure after meeting Professor Juniper.

N

A mysterious orphan who was raised by Pokémon in the woods. While he is part of Team Plasma, there is more to him than meets the eye.

ALDER

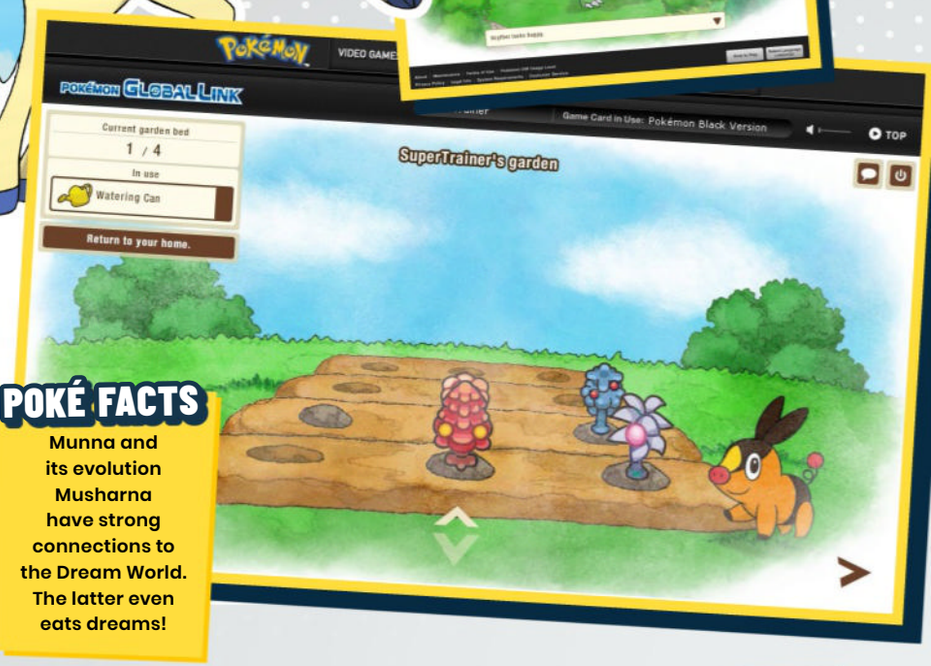
The Pokémon Champion of Unova, Alder is the guy to beat after besting the Elite Four. He likes to make a dramatic entrance.

©Getty

DREAM WORLD

Not quite Pokémon Sleep... but it's close!

This was a web browser game that connected to *Pokémon Black & White* and their sequels to let players send their Pokémon to the Dream World to obtain items and meet other monsters. This meant there were plenty of minigames to master, players to befriend and spendable points to earn. The service was shut down in 2014, so we bet you're perhaps thinking why we're showcasing it here. Well, if Game Freak ever remake *Pokémon Black & White*, the Dream World might return in a new form.

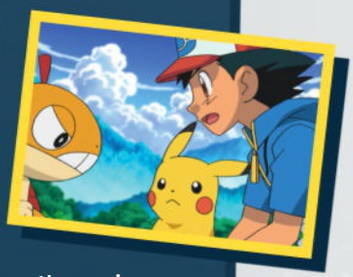


POKÉ FACTS

Munna and its evolution Musharna have strong connections to the Dream World. The latter even eats dreams!

POKÉMON THE SERIES: BLACK & WHITE

A new region, and a new trio



Ash's quest to become a Pokémon Master took him to the faraway lands of Unova. Joined by the Gym Leader Cilian and the Dragon-type specialist Iris, the new trio journey across the region while being stalked by Team Rocket's Jessie, James and Meowth. In Unova, Ash wants to challenge the Pokémon League, Cillian wants to become a better Pokémon Connoisseur and identify bonds between Trainers and their partners, and Iris wants to raise her Axew into a Haxorus and become a Dragon Master.

LEARN WITH POKÉMON TYPING ADVENTURE

Not your typical Pokémon type...

It might seem crazy, but back in the day, you could learn how to type on a keyboard with the power of Pokémon! This Nintendo DS game came with an entire keyboard and asked you to help Professor Quentin Werty catch Pokémon by spelling out their names. While you've got to give it credit for trying to educate folks, the idea didn't catch on and no sequels were made, making this oddity very hard to come by today.

> "Back in the day, you could learn how to type with Pokémon"

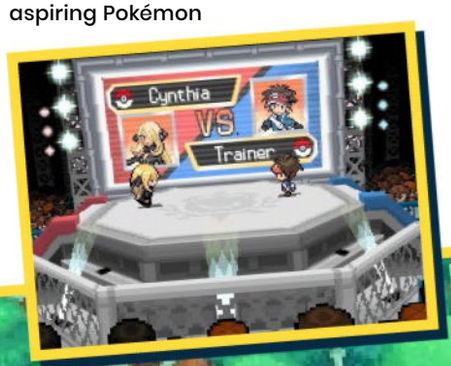
POKÉMON BLACK 2 & WHITE 2

The first and only direct follow-ups showcased Pokémon at its best

If you think about it: *Pokémon* games don't really need sequels. The stories are often light affairs that play second-fiddle to the actual creature-catching, so a sequel would just be more of the same right? Well, considering *Black & White* placed a stronger focus on its story, Game Freak thought it would be a good idea to throw away the idea of a 'third' version and instead make a pair of direct follow-ups – after all, who would want to play a version called *Pokémon Grey* anyway?

Pokémon Black 2 & White 2 take place two years after the events of the original and place you into the shoes of a new aspiring Pokémon Master in a new starting town: Aspertia City. Game Freak was a little less stingy with the Pokémon this time, too, opening up the borders and letting you catch Pokémon from all regions from the very beginning of your adventure. Unova is still the same old country you know, but a little different with returning cities, locales and Gyms, and a few changes too – for example, Hilda/Hilbert's bookish pal Cheren is now the first Gym Leader you will battle on your adventure.

The story involves a vengeful Team Plasma capturing the ice dragon Kyurem and using it to freeze Opelucid City. It also introduces the mysterious scientist Colress, a tough opponent whose intentions aren't clear. Overall, this is a more comprehensive adventure compared to *Pokémon Black & White*, especially when you consider you don't have to beat the Pokémon League to catch Pokémon from other regions.



WHAT'S NEW?

NEW LEADERS

Three new Gym Leaders are introduced, including Cheren the Normal-type specialist in Aspertia City.

BIGGER BADDIES

While Team Plasma returns, it's under new management. The cold, calculating scientist Colress is one of the heads behind its new plans.

MORE MONSTERS

It seems like Pokémon of all regions swept over Unova in the last two years! Make sure to catch a Riolu early on at Floccesy Ranch.

© Getty

SAFARI ZONE UNOVA

#494 -649

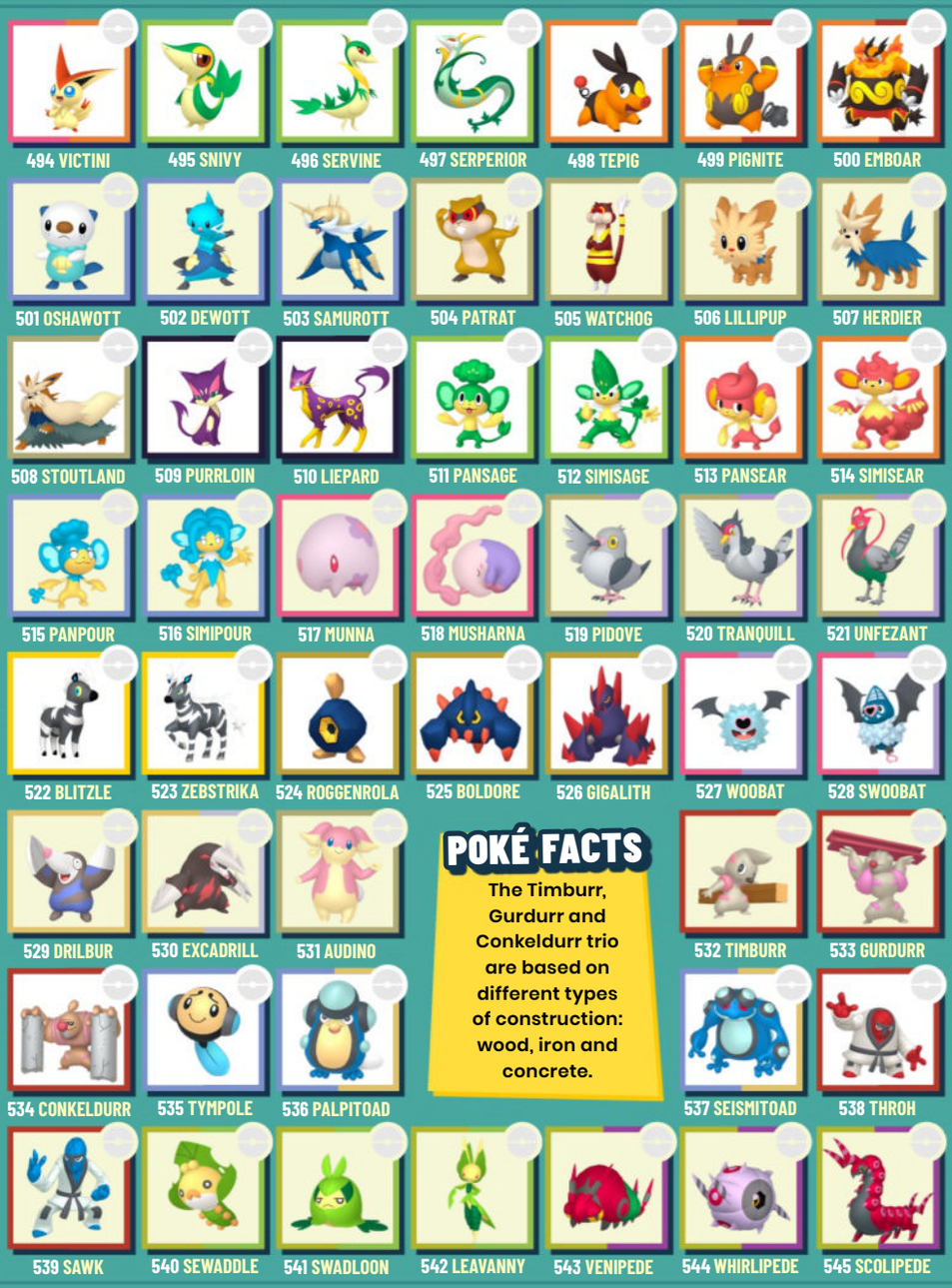
Why this huge expansion of Pocket Monsters deserves a second wind

You can't go wrong with going on a Pokémon safari in Unova. It's a diverse land with sprawling cities, craggy mountains, seaside islands, plains and forests, meaning it is home to Pokémon of all shapes and sizes. No matter your preference, we are sure there is a Pokémon that will suit your tastes.

In many ways, the Pokémon of this region can be seen as mirrors of the Kanto creatures. Woobat and Zubat not only sound similar, for example, but both are cave-dwelling bat creatures. Purrloin and Liepard can be seen as doppelgängers to Meowth and Persian. Pidove and Pidgey, Roggenrolla and Geodude, Timburr and Machop – the similarities go on and on!

That's not to say that the Pokémon creators at Game Freak didn't throw us any curveballs, though. While the Unova Pokémon resemble the Kanto crew, this region is home to many unique creatures. The Dark trickster Zoroark is a firm favourite with fans and is the signature Pokémon of N, while Minccino, Vanillite and Emolga nail the cuteness factor in ways we hadn't seen before.

While the Unova Pokédex hasn't seen much recent love in the form of regional forms or starring appearances, we are sure this collection of killer creatures will have their second moment in the spotlight one day soon.



POKÉ FACTS

The Timburr, Gurdurr and Conkeldurr trio are based on different types of construction: wood, iron and concrete.

© Getty

POKÉMON TYPES

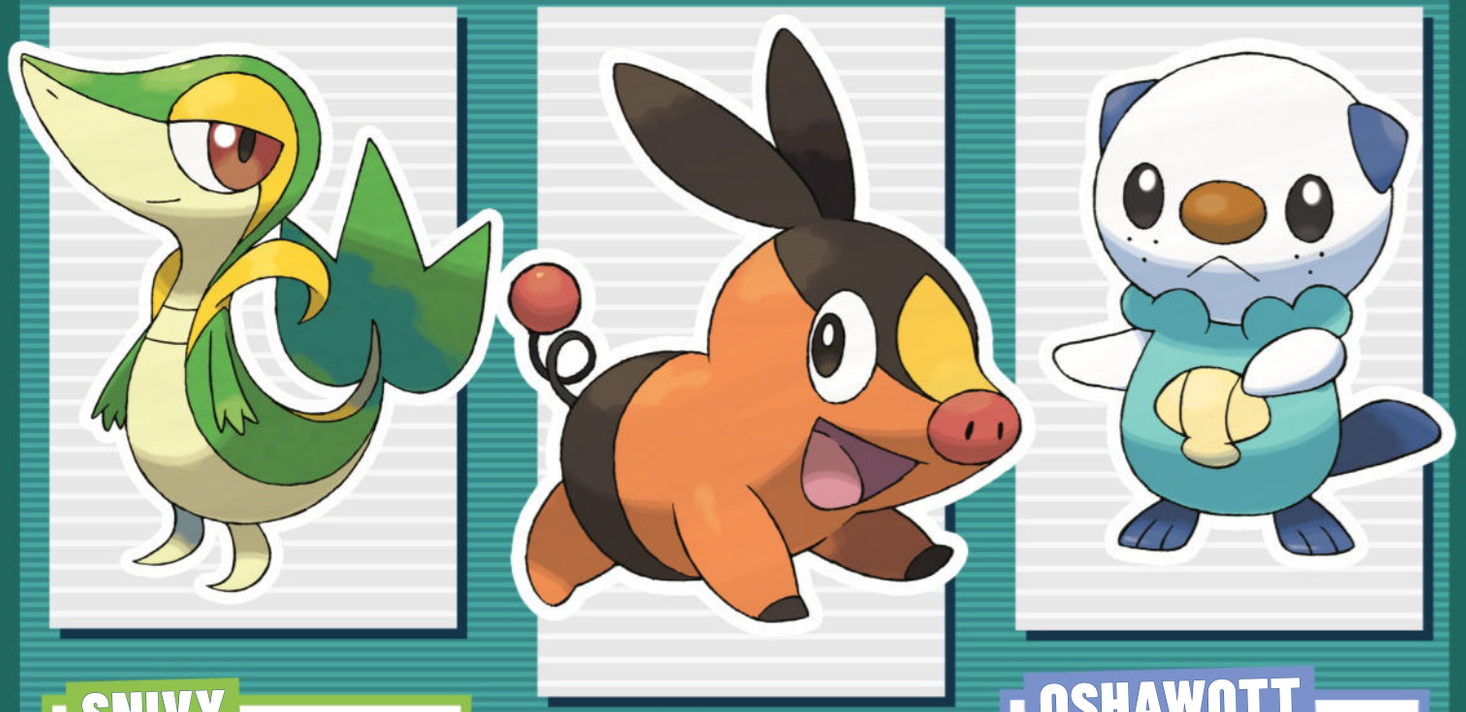
- NORMAL
- FIRE
- WATER
- GRASS
- ELECTRIC
- ICE
- FIGHTING
- POISON
- GROUND
- FLYING
- PSYCHIC
- BUG
- ROCK
- GHOST
- DRAGON
- DARK
- STEEL
- FAIRY

TURN THE PAGE TO SEE OUR FAVOURITE UNOVA POKÉMON

> "Pokémon of this region can be seen as mirrors of the Kanto creatures"

SAFARI ZONE UNOVA

THE STARTER POKEMON



SNIVY

TYPE Grass
SIGNATURE MOVE Vine Whip

■ The Grass starter Pokémon often have reptile-like traits, and Snivy takes this idea to the max. It looks like a snake with legs and arms, though it doesn't use the latter too often and prefers to use vines to attack. Being a grass Pokémon, Snivy likes to bathe its leafy tail in sunlight to absorb energy and enhance its speed. They're also known for being calm, intelligent creatures, and if it is feeling sick they will tell their Trainer that they need help by drooping their tail. As Snivy evolves, it loses its arms and legs and becomes a full-on snake once it achieves the form of Serperior.

TEPIG

TYPE Fire
SIGNATURE MOVE Heat Crash

■ Aw, look at this adorable micro-pig! While it might look cute, Tepig is a fierce flame-slinger when in battle, and it is surprisingly fast, making it a tough customer for those who underestimate it. It breathes fire from its large snout, which will turn into black smoke if it is feeling unwell. Tepig loves nothing more than snacking on berries, and it will often use its flame-nose to cook its meal. As it grows up, Tepig begins to stand upright and once it's become a Pignite it's a fierce Fire/Fighting dual-Type.

OSHAWOTT

TYPE Water
SIGNATURE MOVE Razor Shell

■ Not many Pokémon use tools. Farfetch'd uses a leek as a club, and Cubone uses bones as weapons and armour but that's about it. Oshawott is part of this exclusive group, too, using a razor-sharp shell called a Scalchop as a cutting weapon. Curiously, these shells are grown and not foraged by Oshawott, and when its weapon is damaged, it grows a new one. When Oshawott evolves into a Dewott, it prefers to use two Scalchops, and once it's a mighty Samurott it uses a sword-like shell as if it is a samurai. Oddly, Oshawott once thrived to the Hisui region and might have migrated to Unova.

AUDINO

TYPE Normal
SIGNATURE MOVE Heal Pulse

■ Remember when we said Unova's Pokémon were like mirrors to Kanto? Well, think of Audino as a cousin to Chansey. It's a creature that dedicates its life to helping others, and the feelers on its ears act like a doctor's stethoscope to help Audino diagnose the well-being of other Pokémon. Its name sounds a lot like 'audio' and that's for good reason: Audino has amazing hearing and can tell when a Pokémon egg is close to hatching.

ZOROARK

TYPE Dark
SIGNATURE MOVE Night Daze

■ Meet one of the most mysterious monsters in the Pokémon world. Zoroark is a dark fox that is a master of illusions: it can befuddle others into thinking it's an entirely different Pokémon and uses this power to hide itself and its den from predators. If you are lucky enough to befriend one, you will have a life-long partner that will protect you like you're one of its own – just ask the Pokémon Trainer N.

POKÉ FACTS

Like Vulpix and Ninetales, Zoroark is another Pokémon inspired by the trickster kitsune of Japanese folklore.

VIRIZION

TYPE Grass/Fighting
SIGNATURE MOVE Sacred Sword

■ Virizion is a Legendary Pokémon that, together with Cobalion and Terrakion, defends the Pokémon of Unova – even fighting humans in some cases. Virizion is the guardian of the forest and looks a lot like a grassy deer or antelope. Like its inspiration, Virizion is a nippy combatant that often dazes its opponents with its swift moves. Its tactic in battle is to dart around its opponent in a whirlwind before using its bladed horns to deal damage. It might sound formidable and scary, but if you treat Pokémon with kindness, then Virizion will do the same to you.

FORCES OF NATURE

TORNADUS

TYPE Flying
SIGNATURE MOVE Hurricane

■ As you might expect from its name, Tornadus is the master of the winds in Unova. It flies through the sky at speeds of 200 miles per hour, and it can swing its mighty tail to create storms. Because of this destructive nature, Tornadus was and is often feared by most people – after all, if you are unlucky enough to spot it, odds are your house will get blown away!

THUNDURUS

TYPE Electric/Flying
SIGNATURE MOVE Thunder

■ Much like its windy brother, Thundurus is a formidable sight in the skies of Unova – this time bringing the power of thunderstorms. You are much more likely to see where Thundurus has been, rather than where it is, as it leaves a large trail of destruction behind it. Often the cause of forest fires, Thundurus isn't exactly a celebrity and is often disliked by the people of Unova – and even its Forces of Nature brothers, as it often clashes with Tornadus.

LANDORUS

TYPE Ground/Flying
SIGNATURE MOVE Earth Power

■ Tornadus and Thundurus may be destructive but Landorus is the black sheep of the Forces of Nature as people actually welcome the sight of this so-called 'Guardian Of The Fields'. Wherever it goes, it leaves bountiful crops in its wake, however, it wouldn't be able to leave this gift to humanity without its more messy brothers. Only by using the power of both the wind and thunder can Landorus generate life – creating a cycle of destruction and rebirth.

TRUE SIGHT

The Forces Of Nature have a unique ability to shapeshift and spend their time either in their 'Incarnate' forms shown on the left, or their 'Therian' forms pictured below. Professor Laventon in ancient Hisui thinks that the Therian forms are the true shapes of Tornadus, Thundurus and Landorus.

THERIAN TORNADUS

THERIAN THUNDURUS

THERIAN LANDORUS

POKÉ FACTS

In ancient Hisui there was a fourth Force Of Nature: Enamorus. This female form is known as the 'Herald Of Spring'.

RESHIRAM

TYPE Dragon/Fire
SIGNATURE MOVE Fusion Flare

■ This regal-looking dragon is a fiery force to be reckoned with. It's the Ying to Zekrom's Yang, with delicate, white features and a softer-looking face. Behind that gentle appearance, however, is a fierce power contained within its impressive flame tail. It's said when Reshiram's tail fully heats up, it affects the world's atmosphere and can even change the weather. In Unova legend, where two heroic brothers fought against each other, Reshiram was said to side with the brother who valued truth above all else – and another legend says this fiery wyvern will burn down any kingdom that ignores truth in favour of greed.

"When Reshiram's tail heats up, it affects the world's atmosphere"

ZEKROM

TYPE Dragon/Electric
SIGNATURE MOVE Fusion Bolt

■ Where Reshiram looks wavy and flowing – like a fire – Zekrom is the opposite. It's angular, dark and harnesses the rigid power of electricity. It does share some similarities with its counterpart, though: Zekrom also has a super-powered tail which has the power to scorch the world with its Fusion Bolt. In the Unova legends, Zekrom stood against its Legendary sibling and sided with the younger human brother who sought ideals above truth. In another myth, Zekrom takes flight and rains down destructive lightning on kingdoms that have lost the righteousness in their hearts.

KYUREM

TYPE Dragon/Ice
SIGNATURE MOVE Glaciate

■ Now here's an odd one. Kyurem is an icy, damaged Pokémon with creepy yellow eyes without pupils and the beginning of a tail that is cut short. It's almost like Kyurem is missing some parts. It's one of the few Pokémon capable of fusion, having the power to absorb Reshiram or Zekrom to become 'whole', turning this frigid drake into a formidable foe. Where Reshiram can represent 'Ying', and Zekrom 'Yang', Kyurem takes on the idea of 'Wuji': the absence of light and dark energy. Kyurem is so strange and unique, in fact, that many people think it might be an alien that crashed onto the Pokémon world imprisoned in a frigid meteor.

DRAGONSPIRAL TOWER
ANVILLE TOWN
ICIRRUS CITY
ROUTE 8
OPELUCID CITY
ROUTE 9
ROUTE 7
CELESTIAL TOWER
TUBLINE BRIDGE
TWIST MOUNTAIN
MISTRALTON CITY
MISTRALTON CAVE
CLAY TUNNEL
ROUTE 6
DRIFTVEIL DRAWBRIDGE
CHARGESTONE CAVE
DRIFTVEIL CITY
ROUTE 5
COLD STORAGE
UNOVA REGION
The first region not directly inspired Japan was only ever going to use the USA as its muse. The New York-style nation of Unova is built around its central Castelia City, but it has so much more to offer than urban sprawl, from badlands to forests and even frosty peaks.
FLOCCESY RANCH
VIRBANK CITY
ROUTE 20
ROUTE 19
LIBERTY GARDEN
FLOCCESY TOWN
ASPERTIA CITY
UNITY TOWER

POKEMON LEAGUE
VICTORY ROAD
ROUTE 10
GIANT CHASM
LACUNOSA TOWN
ROUTE 11
VILLAGE BRIDGE
ROUTE 12
ROUTE 13
REVERSAL MOUNTAIN
LENTIMAS TOWN
UNDELLA TOWN
UNDELLA BAY
POKÉ TRANSFER LAB
ROUTE 14
NIMBASA CITY
ROUTE 16
BLACK CITY/ WHITE FOREST
MARVELLOUS BRIDGE
ROUTE 15
STRIATON CITY
WELLSPRING CAVE
NACRENE CITY
ROUTE 3
DREAMYARD
ROUTE 4
ROUTE 2
PINWHEEL FOREST
ACCUMULA TOWN
CASTELIA CITY
SKYARROW BRIDGE
ROUTE 1
NUVEMA TOWN
ROUTE 18
ROUTE 17

FULL MAP ON PAGE 76

ADVENTURES IN KALOS

Some argue Kalos is the pièce de résistance of the Pokémon world. Let's explore this colourful nation...

The first *Pokémon* region to be directly inspired by the real-life continent of Europe, Kalos has all the flair of France. With open green fields, luscious forests, quaint villages and a busy central city, Kalos is a joy to explore. What sets this country apart from the other regions of the Pokémon world is a strong emphasis on fashion. The people of Kalos sure know how to look good, with everyone from Professor Sycamore to Champion Diantha looking like models ready to hit the runway.

Beneath its gleaming exterior, Kalos has a deep history, too. Pokémon like Aegislash are a throwback to a time of swords, shields and knights, for example. Legend has it that 3,000 years ago a massive war swept over Kalos which ended when a lone heartbroken man called AZ destroyed both sides with an 'ultimate weapon'. Apparently, the shady Team Flare have been investigating that history and believe the world-ending machine might be in Geosenge Town. No need to worry about that, though! Why not take in the sights instead?

Lumiose City is an ideal palace to start, with its captivating Eiffel Tower-like spire. Then head out into the countryside and meet the newfangled Fairy-type Pokémon that call Kalos their home. Bon voyage!

POKÉMON X & Y

The first 3D Pokémon mainline games marked a true evolution for the series

This duo of *Pokémon* games were the first to arrive on Nintendo's 3DS handheld, and they debuted with an explosion of creativity. Despite the gaming world evolving around it, Game Freak stuck to 2D pixel art for as long as they could with their *Pokémon* games. It wasn't until *X & Y* that the team decided to take the plunge and take the Pocket Monsters into the third dimension – and for good reason, too: Nintendo and Game Freak wanted to take advantage of the 3DS's eye-popping 3D capabilities. That wasn't the only remarkable thing about this new Generation of *Pokémon*, though: for the first time since *Pokémon Gold & Silver*, a new Type was introduced – Fairy. This folklore-inspired breed of Pokémon was designed to help put Dragon and Dark Types in their place, and have proved a hit in future Generations. Finally, *X & Y* introduced Mega Evolutions: temporary powered-up forms for Pokémon that brought an exciting focal point to battles. These only stuck around for *X & Y* and *Omega Ruby & Alpha Sapphire*, but vocal fans have been clamouring for their return ever since, much preferring Mega Evolutions to Z-Moves, Gigantamax and Terrestalizing.

These new additions make *Pokémon X & Y* remarkable entries in the series that are well worth picking up today. They also marked a shift to making the *Pokémon* games easier to pick up for newcomers, with a gentle (but lengthy) introduction, EXP awarded to all your party Pokémon and generous capture rates – which makes returning to this duo of games feel easier than ever!

> "Vocal fans have been clamouring for the return of Mega Evolution ever since"

MEGA EVOLUTION

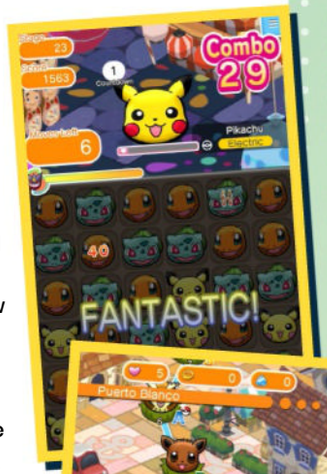
Granting certain Pokémon a temporary hyper-powerful form, Mega Evolutions brought eye-popping spectacle to battles. You needed to give your Pokémon a unique stone to achieve this feat, however: Blazikenite for Mega Blaziken, for example, or Alakazite for Mega Alakazam. Mega Evolved-Pokémon have super-enhanced stats, making them an essential part of battles if you want to win.

© Getty

POKÉMON SHUFFLE

A match (three) made in heaven

Pokémon and puzzles go hand-in-hand. *Shuffle* was first released for the 3DS and showcases the at-the-time new Kalosian Pokémon. It presents you with match-three style brainteasers framed around a Pokémon battle with type matchups factoring into how well you perform. A mobile version is now available and features later regions' Pokémon, which makes it the one to go for. It's free to play, and you can pay for boosts... but if you're a younger reader, ask for permission first!



> "It presents you with brainteasers framed around a Pokémon battle"

SUPER MYSTERY DUNGEON

Gotta recruit-'em-all

Another 3DS title, *Super Mystery Dungeon* is a Pokémon-only adventure... sort of. You play as a human who has transformed into a Pocket Monster and must team up with other creatures to explore the region and uncover its mysteries. This entry to the *Mystery Dungeon* spin-off series brings in the Kalosian Mega Evolution phenomenon, along with Fairy types. It's a simple adventure with a lot of humour and heart, making it a fun diversion from the main games.

DIANCIE AND THE COCOON OF DESTRUCTION

An adventure that shines like a diamond

At the time of release in 2014, *Diancie And The Cocoon Of Destruction* was the *seventeenth Pokémon* movie. That's impressive! Whisking Ash, Pikachu, Serena and Clemont on an epic Kalosian adventure, this cinematic adventure features the mythic Pokémon Diancie at the centre of its story as she teams up with Ash and co to help restore her kingdom's failing Heart Diamond. On the way, the team encounters Xerneas and Yveltal and gets caught up in their ages-long grudge match.

POKÉMON THE SERIES: XY

Why Ash's Kalos adventures were the best yet

You'll get no prizes for guessing which *Pokémon* games this anime caper is based upon. Once again following Ash and Pikachu on a new adventure, *Pokémon The Series: XY* joins the dynamic duo the moment they enter the Kalos region. Ash, of course, wishes to challenge the Pokémon League, which means collecting all eight Kalosian Gym Badges.

Early on in their quest, Ash and Pikachu meet Serena, an aspiring Pokémon performer who is based on the female playable character from *Pokémon X & Y*. And, like Pokémon anime tradition, a Gym Leader joins the group, too! This time it's Clemont, the Electric-type specialist of Lumiose City and a master inventor, and his sister, Bonnie.

Ash's adventures take him across the entire Kalos region, as he gets to grips with the new Pokémon he encounters, the newfangled Fairy-Type monsters and Mega Evolutions. That final point is especially thrilling as it is the focus of a sub-series of four episodes, based around Professor Sycamore's assistant Alain and his quest to research and defeat every Mega-Evolved Pokémon in Kalos. Ash and Alain's quests cross over in the later *Pokémon XYZ* series, where their attentions divert to Team Flare's destructive plans with the Legendary Pokémon Zygarde.

On his journey, Ash befriends an epic group of monsters, including Fletchling, Hawlucha, Noibat, Goomy and Froakie. That last one is hugely important as he raises it into a Frogadier and Greninja, forming an unbreakable friendship with the fierce frog-ninja... which we'll get to in just a moment.

ASH-GRENINJA

We know Ash has strong relationships with his Pokémon but we have never seen anything like this. When battling a Bisharp, Greninja's bond with Ash triggered something similar to a Mega Evolution, enhancing their power and letting them overcome otherwise impossible challenges. The only downside was Ash felt the damage Greninja takes. Ouch!

© Getty

SAFARI ZONE KALOS

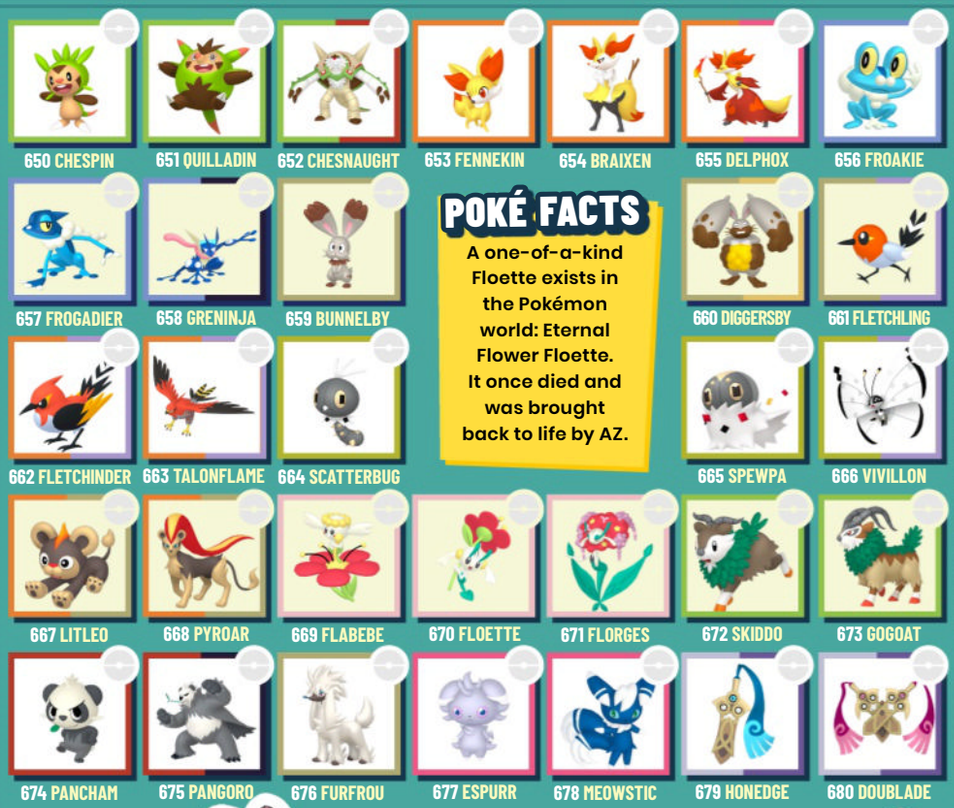
#650 -721

Fairies and Mega Evolutions abound in the Kalos region!

***Pokémon X & Y* brought a lot of new features to the series.** As *Pokémon*'s first outing on the Nintendo 3DS, they were the first mainline games to be rendered fully in 3D, giving our precious Pokémon an updated, modern look. The Kalos region, inspired by French culture and wildlife, introduced 72 all-new Pokémon - and their alternate forms!

The flying bug Vivillon's form is determined by its real-world location of origin, and Furfrou can attain new forms by having its fur trimmed. The addition of Mega Evolution and Mega Stones gives certain Pokémon, both old and new, the ability to become even more powerful versions of themselves! Even Mega Evolutions had variations: Charizard and Mewtwo had different supercharged forms depending on which version of the game you played. As if that wasn't enough, the brand-new Fairy type was introduced, providing players with a much-needed advantage over Dragon, Dark and Fighting types.

With over 700 Pokémon available in the Kalos region, tons of alternate forms, and three Mythical Pokémon obtainable only through events and trading, trainers will have to work hard to complete the Kalos Pokedex!



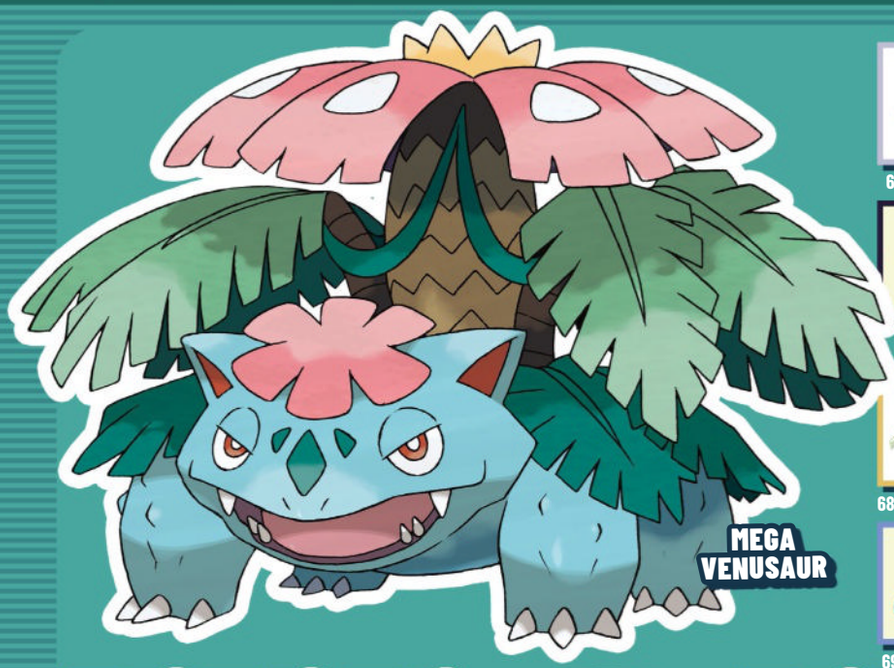
POKÉ FACTS

A one-of-a-kind Floette exists in the Pokémon world: Eternal Flower Floette. It once died and was brought back to life by AZ.

© Getty

POKÉMON TYPES

- NORMAL
- FIRE
- WATER
- GRASS
- ELECTRIC
- ICE
- FIGHTING
- POISON
- GROUND
- FLYING
- PSYCHIC
- BUG
- ROCK
- GHOST
- DRAGON
- DARK
- STEEL
- FAIRY



MEGA VENUSAUR

681 AEGISLASH | 682 SPRITZEE | 683 AROMATISSE | 684 SWIRLIX | 685 SLURPUFF

686 INKAY | 687 MALAMAR | 688 BINACLE

689 BARBARACLE | 690 SKRELP | 691 DRAGALGE

692 CLAUNCHER | 693 CLAWITZER | 694 HELIOPTILE

POKÉ FACTS

The Pikachu line, Plusle, Minun, Pachirisu, Emolga, Dedenne, Togedemaru, Morpeko and the Pawmi line all likely share the same common ancestor. These Electric Pokémon all have the same electro-pouches on their cheeks.

695 HELIOLISK | 696 TYRUNT | 697 TYRANTRUM

TURN THE PAGE TO SEE OUR FAVOURITE KALOS POKÉMON

698 AMAURA | 699 AURORUS | 700 SYLVEON | 701 HAWLUCHA | 702 DEDENNE | 703 CARBINK

704 GOOMY | 705 SLIGGOO | 706 GOODRA

707 KLEFKI | 708 PHANTUMP | 709 TREVENANT | 710 PUMPKABOO | 711 GOURGEIST | 712 BERGMITE

713 AVALUGG | 714 NOIBAT | 715 NOIVERN | 716 XERNEAS | 717 YVELTAL | 718 ZYGARDE | 719 DIANCIE | 720 HOOPA | 721 VOLCANION

MEGA BLASTOISE

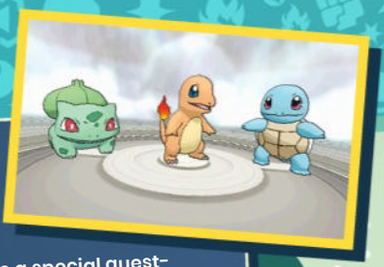
#678 MEOWSTIC (MALE)

#654 BRAIXEN

POKÉ FACTS

The Fennekin, Braixen and Delphox line is based on witches and magic. As the young Fennekin gains experience and evolves, it begins to use a wand as Braixen. Once it's a Delphox, it gains Psychic powers.

THE STARTER POKEMON



KANTO REVISITED

Your adventures in Kalos have a special guest-starring role, as you get to pick from two sets of starters! Of course, you get a choice between Chespin, Fennekin and Froakie, but Professor Sycamore also gives you a choice from the original Kanto trio once you meet him in Lumoise City. This time, however, Bulbasaur, Charmander and Squirtle get to harness the power of Mega Evolution!

> "Froakie's speed almost guarantees it will strike first"

CHESPIN

TYPE Grass

SIGNATURE MOVE

Wood Hammer

■ Don't underestimate Kalos' Grass starter! At only level eight, Chespin learns Rollout: a Rock-type move that gains strength every turn. This will make your battles against Bug and Flying Pokémon a breeze! Upon evolving into Chesnaught, it becomes Grass/Fighting type. Sacrificing Special Attack for startling Attack and Defence stats. Your foes will have a hard time getting through Chesnaught's guard!

FENNEKIN

TYPE Fire

SIGNATURE MOVE

Flamethrower

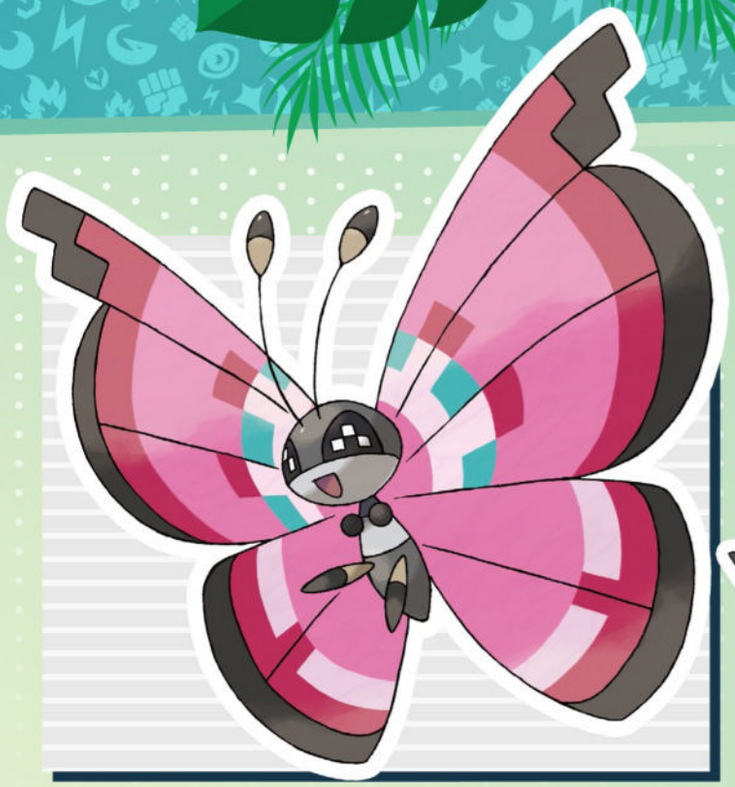
■ Fennekin, the fennec fox mage, is Kalos' fire-type starter Pokémon. Upon evolving into Delphox, it becomes Fire/Psychic type: the only starter with this typing so far. Another of Fennekin's unique characteristics is its base stat total, being the lowest of all starter Pokémon. But don't let that fool you! Boasting astounding Special Attack, your Delphox's base stats can grow to a maximum of 534: that's the same as Charizard!

FROAKIE

TYPE Water

SIGNATURE MOVE **Hydro Pump**

■ Froakie, the ninja-themed frog, is Kalos' Water starter. When it evolves into Greninja – a fan favourite – it becomes Water/Dark type, and boasts the highest Speed stat of all starter Pokémon! Its dual typing may put it at a disadvantage against many of Kalos' gyms, but its speed almost guarantees Froakie will strike first. With an armoury of physical and special-type Water and Dark attacks, Froakie's foes won't know what hit them!



VIVILLON

TYPE Bug/Flying
SIGNATURE MOVE Bug Buzz

■ With a staggering 20 variations to catch, each with its unique wing patterns to match the game's real-world geographical location, Vivillon is the bane of Pokémon collectors everywhere. If you're determined to complete your Vivillon collection, be prepared to spend lots of time on trading with other Trainers! Alternatively, you can collect most Vivillon variations by pinning postcards sent to you from other regions by your *Pokémon Go* friends.

TALONFLAME

TYPE Fire/Flying
SIGNATURE MOVE Flare Blitz

■ Bird Pokémon are a dime a dozen across the Pokémon world, however, this falcon stands out from the flock thanks to its Fire typing. Talonflame, the final form of Fletchling, is a Kalosian powerhouse, being able to speed up to 310mph and deliver KO-inducing kicks with its powerful talons. Ash Ketchum obtained a Talonflame during his adventures in Kalos when his Fletchinder evolved while protecting him and his friends from a Moltres. Brave Bird, indeed!

POKÉ FACTS

It might come as no surprise that dog-grooming was a big inspiration behind Furfrou – especially Poodles.

FURFROU

TYPE Normal
SIGNATURE MOVE Charm

■ Requiring you meet Friseur Furfrou's high style standards, you may enter their fine establishment and purchase a grooming treatment for your Furfrou. With ten trim variations to collect, Furfrou sports fewer looks than Vivillon, but some of its trims can be challenging to obtain. The Pharaoh style can only be applied to a Furfrou you catch in *Pokémon Go* – requiring you're in Egypt at the time!

MYTHIC 'MON

VOLCANION

TYPE Fire/Water
SIGNATURE MOVE Steam Eruption

■ The final Pokémon in the Kalos National Dex, Volcanion is a Mythical Pokémon notable for being the only Pokémon with a Fire/Water dual typing. Volcanion cannot be caught in-game. It was first made available via special codes given to players who pre-ordered tickets to see the movie *Volcanion And The Mechanical Marvel* in cinemas. Boasting a sky-high Special Attack stat, Volcanion's unique move Steam Eruption is a truly devastating attack.

DIANCIE

TYPE Rock/Fairy
SIGNATURE MOVE Diamond Storm

■ Much like diamonds, Diancie is unique in many ways. It's the only Rock-type Mythical Pokémon, and the only Mythical Pokémon with a Mega Evolution form. It was first made available via special codes given to players who visited participating events. Mega Diancie has some startlingly high stats, including the highest base Special Attack of all Rock-type Pokémon, and the highest Attack stat of all Fairy-type Pokémon. This mystical 'mon shouldn't be underestimated!

POKÉ FACTS

Pokémon fans think Diancie and Carbink must be connected some how: they have the same typing and high defence stat.

HOOPA

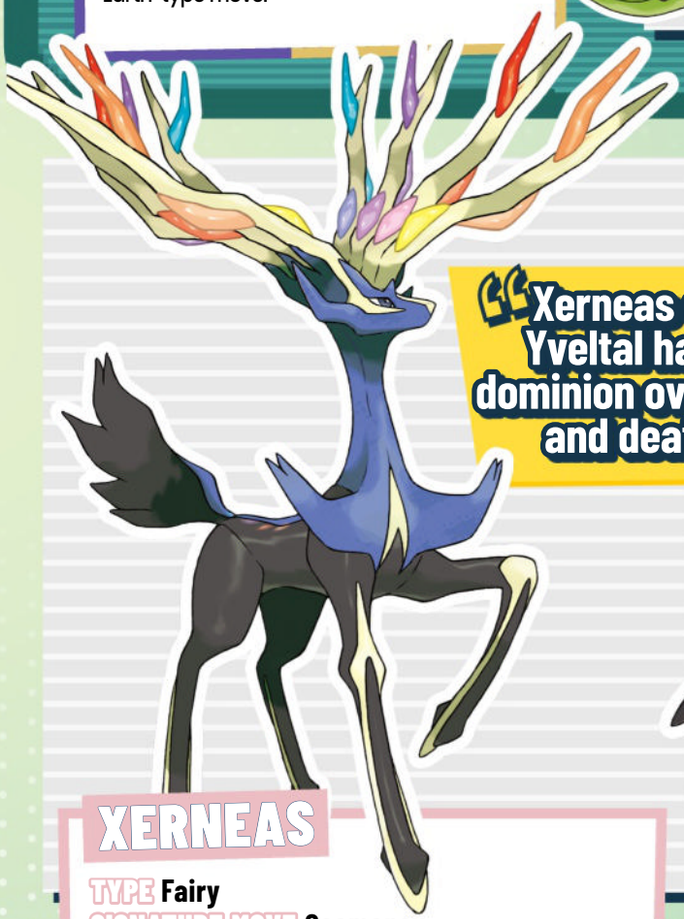
TYPE Psychic/Ghost or Psychic/Dark
SIGNATURE MOVE Hyperspace Hole

■ This mischievous genie-like Pokémon's rare dual Psychic/Dark typing makes it resistant to Psychic and Dark-type attacks. The rings on its body allow it to teleport items by passing them through its hoops. Don't let it get its hands on your stuff! Again, it was first made available via special codes given to players who visited participating events, or received via Nintendo Zones. Hoopa's Unbound form wasn't made available until *Pokémon Omega Ruby & Alpha Sapphire*.

ZYGARDE

TYPE Dragon/Ground
SIGNATURE MOVE Land's Wrath

■ Zygarde is a truly unique Pokémon, sporting three separate forms, depending on how many Zygarde Cores have been assembled: 10%, 50% and Complete Forme. The 50% Forme was the only form available in Gen VI, hidden inside Terminus Cave, closely monitoring the world's ecosystem. The third member of the Aura Trio boasts staggeringly high HP, and it is the only Pokémon capable of learning Land's Wrath: a destructive Earth-type move.



> "Xerneas and Yveltal have dominion over life and death"

YVELTAL

TYPE Dark/Flying
SIGNATURE MOVE Oblivion Wing

■ Yveltal, the first Kalosian Pokémon to be revealed during a Pokémon Direct broadcast, is the only Pokémon capable of learning the devastating Flying-type move Oblivion Wing. Yveltal and its counterpart, Xerneas, have dominion over the balance of life and death in the world of Pokémon. Its Y-shaped silhouette strikes fear into the hearts of Kalos citizens, due to its ability to absorb the life force of any living thing around it.

XERNEAS

TYPE Fairy
SIGNATURE MOVE Geomancy

■ Unlike Diancie, Xerneas was available to catch in *Pokémon X & Y*, making it the first Legendary Pokémon with a Fairy typing. Along with its counterpart, Yveltal, Xerneas maintains the balance of life and death in the Pokémon world. They can transform Evolution Stones into Mega Stones. Xerneas is capable of revitalising humans and Pokémon, creating vast forests, and even bestowing eternal life. It is the only Pokémon that can learn the devastating Fairy-type move Geomancy.

KALOS REGION

This star-shaped, France-inspired region is a bright, leafy-green landscape that reflects its citizens' obsession with all things aesthetic. The central Lumiose City is a bustling hub with plenty to do while the nearby landscape offers tantalising adventure.

EXPLORING KALOS
POKE BALL FACTORY
AVERRE CITY
ROUTE 14
ROUTE 15
FROST CAVERN
LOST HOTEL
TERMINUS CAVE
DENDEMILLE TOWN
ROUTE 16
ROUTE 17
ANISTAR CITY
LUMIOSE CITY
ROUTE 18
ROUTE 4
POKÉMON LEAGUE
COURIWAY TOWN
SANTALUNE CITY
ROUTE 22
VICTORY ROAD
ROUTE 21
SNOWBELL CITY
ROUTE 19
CHAMBER OF EMPTINESS
ROUTE 3
ROUTE 20
SANTALUNE FOREST
POKÉMON VILLAGE
ROUTE 2
AQUACORDE TOWN
ROUTE 1
VANIVILLE TOWN
KILOUDE CITY

ADVENTURES IN ALOLA

Pokémon players got to go on a Summer holiday by travelling to the Alola region for endless sun-soaked adventures

Unlike Kanto, Johto and many other regions in the *Pokémon* world, the Hawaii-inspired islands of Alola encourage a more laid-back lifestyle for both Trainers and Pokémon alike. With four unique islands to visit in total – Melemele, Akala, Ula'ula, and Poni – amongst each you can expect to find a variety of exotic Pokémon variants, all of which help make the region a popular tourist trap and holiday hotspot. People travel far and wide to witness Alolan Pokémon forms, whether it be Dugtrio with its flowing golden surfer locks, the rainbow-coloured Muk or the lofty palm tree Exeggutor. Alola earns its reputation as the *Pokémon* franchise's de-facto tropical paradise.

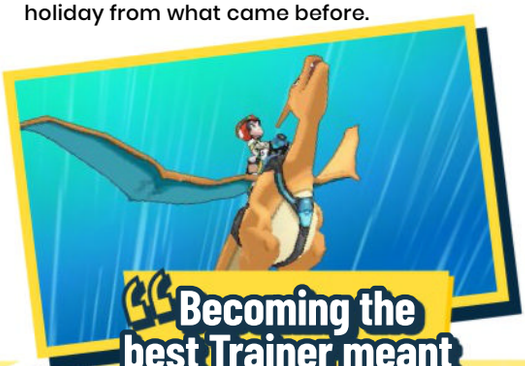
Most of this is down to Alola having a much warmer climate compared to most other regions, as evidenced by Akala island's rainforest and the popularity of shorts and skirts worn by its many inhabitants. However, this isn't to say that Alola doesn't have a place or two to cool off; the snowy-white Alolan Vulpix, regularly sighted upon the island's mountainous areas such as Mount Lanakila, is proof enough of that. Overall, Alola arguably exudes the most relaxed culture of any other region, making it the perfect place to visit.

FULL MAP ON PAGE 88

POKÉMON SUN & MOON

Solidifying the franchise's switch to full 3D, Pokémon Sun & Moon introduced an appreciated evolution towards all things tropical

After *Pokémon X & Y*'s bold transition to a fully 3D world, *Sun & Moon* celebrated the franchise's 20th anniversary in 2016 by further introducing sweeping changes to the creature collecting format. In line with the new Alola region's more relaxed and tranquil setting was the removal of traditional Gym Leader battles, the absence of the HM system to make traversal less of a chore, and 88 all-new Pokémon to discover. The result was a Pokémon entry on Nintendo 3DS that refused to conform to the norm, delivering players a tropical adventure that was a holiday from what came before.



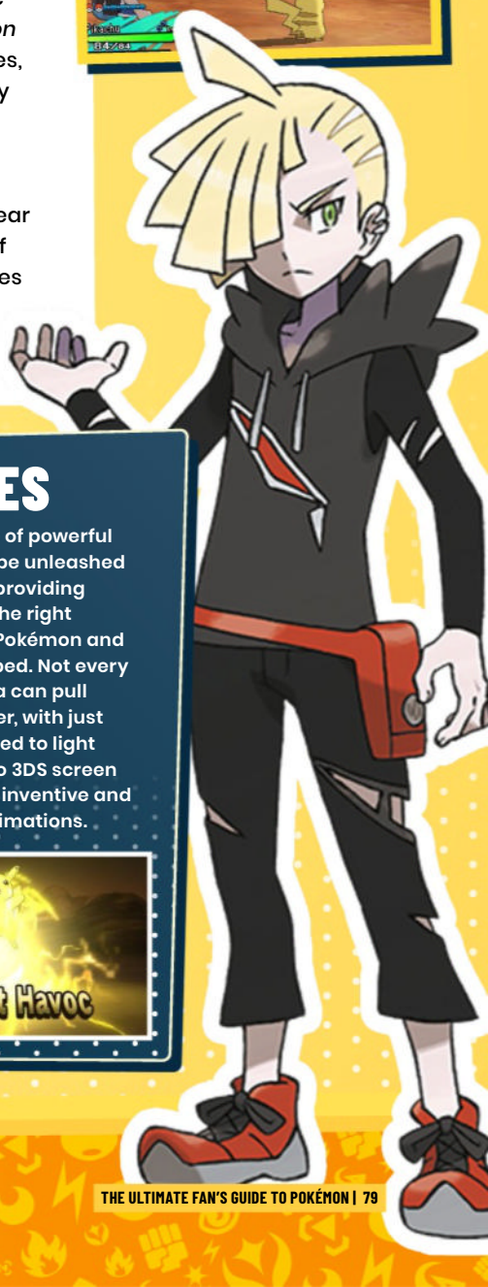
> "Becoming the best Trainer meant undergoing a rite of passage"

Chief amongst the most appreciated changes was the Island Challenge, where instead of facing off against eight rivals collecting badges, becoming the best Trainer meant undergoing a rite of passage that would take you from island to island completing different trials. Sometimes they might require a test of knowledge or challenge you to find specific items within a certain timeframe. This culminated in a final battle against the Island Kahuna known as the Grand Trial. This one change alone would have been enough to give *Pokémon Sun & Moon* a different vibe to prior entries, but this sentiment is backed up further by the addition of more strategic Z-Moves, four-trainer Battle Royal brawls and your handy ghost-inhabited Rotom Pokédex.

Pokémon Sun & Moon represented a clear attempt by Game Freak to give both itself and players a break from the typical series formula. It was an apt way to celebrate 20 years of *Pokémon*.

Z-MOVES

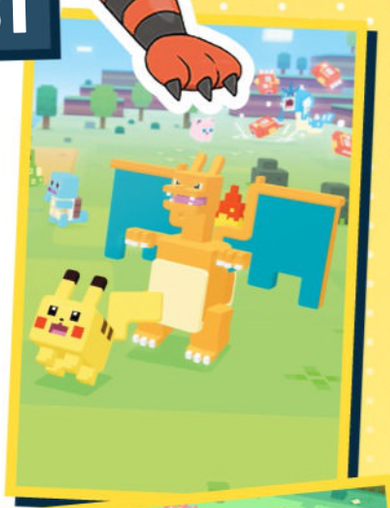
These are a type of powerful attack that can be unleashed once per battle providing the Trainer has the right combination of Pokémon and Z-Crystal equipped. Not every Pokémon in Alola can pull them off, however, with just 29 Z-Moves primed to light up your Nintendo 3DS screen with delightfully inventive and over-the-top animations.



POKÉMON QUEST

Complete with a new block-based art style, this exploration-focused spin-off marked the series' debut on Nintendo Switch

Everyone's favourite Pokémon got a cute cubular look in this free-to-play RPG for mobile and Nintendo Switch that challenged players to clear an island of aggressive wild critters by embarking on a series of expeditions. Enjoying a staggering 7.5 million downloads within its first week of release, *Pokémon Quest* proved seriously popular even if the gameplay loop of forming the ideal Pokémon team and powering them up with new moves and passive abilities proved a little grindy.



POKÉMON RUMBLE RUSH

Pokémon was ready to rumble in this mobile action spin-off that was sadly very short-lived

The *Pokémon Rumble* series got a mobile upgrade in 2019 in the form of Pokémon *Rumble Rush*. It once again focused on real-time action just like the Wii, Wii U and Nintendo 3DS entries that came before, only now you're tasked with completing stages and defeating boss Pokémon using screen taps to attack and swipes to dodge – in between the typical catching, of course. Servers were shut down just a year after release, meaning it's now no longer playable.

POKÉMON ULTRA SUN & ULTRA MOON

The Ultra-fied versions of these already great games are definitive

Rather than release a traditional third tentpole game as was typically the case, for the seventh Generation, Game Freak elected to develop expanded versions of both current titles. ***Pokémon Ultra Sun & Ultra Moon*** greatly enhanced the existing Alolan adventure while introducing new Pokémon, several graphical upgrades, and for the first time ever, an alternate storyline to experience. Discovering what's new and changed forms much of the fun when diving into this setting again. It's the same charming duo of games made better.

POKÉMON THE SERIES: SUN & MOON

Ash and Pikachu travel to Alola to learn the power of Z-Moves

The crew said 'Alola' to new adventures with the debut of *Pokémon The Series: Sun & Moon* at the end of 2016, where Ash and Pikachu are joined by classmates of a new school – Lillie, Lana, Mallow, Kiawe and Sophocles – amidst the tropical paradise.

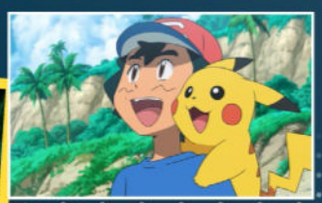
Across the following episodes, the gang's main arc focused on completing the Alola region's various Island Trials in an effort to learn more about (and how to effectively wield) Z-Moves. The series begins with Ash's mum taking the family on holiday at a local Melemele Island resort as they deliver a Pokémon egg to Professor Oak's cousin. Eventually, however, Ash reunites with old friends Brock and Misty in the most epic of battles back in Cerulean City.

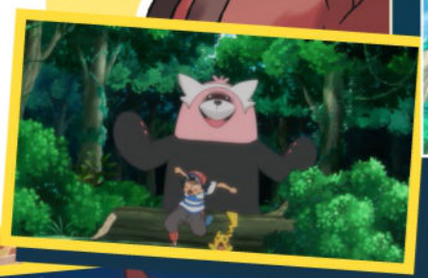
Pokémon The Series: Sun & Moon was a more than serviceable adaptation of the games of the same name, complete with glimpses of all the new region's monsters translated into cartoon form. It marked a slight difference from previous seasons in that Ash got to explore and spent several episodes on his own without friends, and in the fact that Pokémon are commonly seen spending time outside of their Poké Balls. It was followed in 2018 by *Pokémon: Sun & Moon Ultra Adventures*, which follows Ash's attempt to keep his promise to Legendary Pokémon Solgaleo and Lunala – despite not being able to remember what it was.

Much like the *Pokémon Sun & Moon* games themselves, the corresponding TV show applied a lighter tone compared to before. One where Ash is free of conventional Gym Leader battles and can make the most of the tropical sights surrounding him.

A NEW LOOK

For the third time in a row, this season once again applied a new art style to the cartoon television show. It's much rounder and softer compared to the character designs most viewers were probably used to, designed in keeping with *Pokémon The Series: Sun & Moon*'s more slapstick approach to humour.





> "The gang's main arc focussed on completing the Island Trials"

SAFARI ZONE ALOLA

#722 -809

Celebrating four islands' worth of new and familiar Pokémon that make up Alola's tropical locales

P*okémon Sun & Moon* offered players the chance to collect and do battle with a generous amount Pokémon, being the last mainline entry before the infamous 'Dexit' controversy that would go on to plague *Pokémon Sword & Shield*, in which a full Pokédex would no longer be possible. The Pokédex would eventually rise to 809 'mon by the time of *Pokémon Ultra Sun & Ultra Moon*'s release just one year later, meaning that there are plenty of collectable creatures worth catching as you make your journey through the islands of Melemele, Akala, Ula'ula and Poni.

It's because of this that the variety of the Pokémon themselves is off the scale. Series mainstays like Meowth, Grimer, Marowak and Sandshrew all received colourful Alolan makeovers native to the region, while totally new additions like Sandygast, Comfey and Araquanid all played into the Hawaiian theme. This generous roster was spearheaded by a trio of starter Pokémon that inspired Poké Maniacs, sparking much debate as to whether Rowlet, Litten or Popplio could be deemed the cutest. Whatever your choice of Pokémon, *Sun & Moon* offered up a strong selection that saw events play out like the vacation of a lifetime.

POKÉ FACTS

Incineroar's physique and Dark typing make it a dead ringer for a 'heel' wrestler – who are typically the villains.

© Getty

POKÉMON TYPES

- NORMAL
- FIRE
- WATER
- GRASS
- ELECTRIC
- ICE
- FIGHTING
- POISON
- GROUND
- FLYING
- PSYCHIC
- BUG
- ROCK
- GHOST
- DRAGON
- DARK
- STEEL
- FAIRY

#765 ORANGURU

POKÉ FACTS

"Many Trainers have left this world after their spines were squashed by its hug," reads Bewear's Pokédex entry. Gulp!

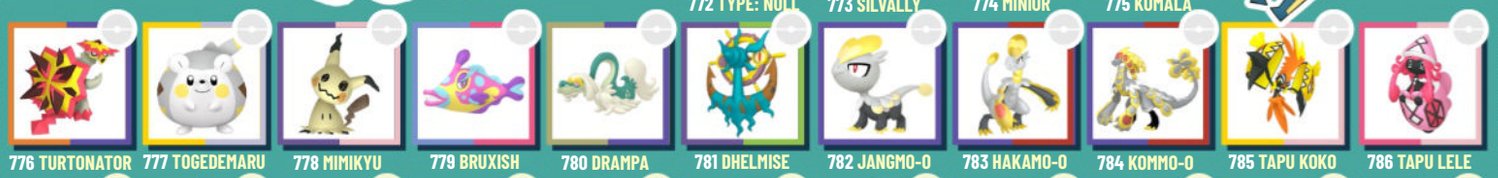
760 BEWEAR | 761 BOUNSWEET | 762 STEENEE | 763 TSAREENA

764 COMFEY | 765 ORANGURU | 766 PASSIMIAN | 767 WIMPOD

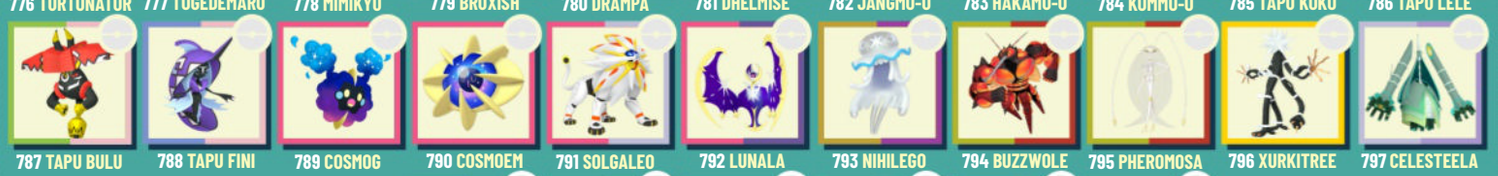
768 GOLISOPOD | 769 SANDYGAST | 770 PALOSSAND | 771 PYUKUMUKU

772 TYPE: NULL | 773 SILVALLY | 774 MINIOR | 775 KOMALA

#738 VIKAVOLT



776 TURTONATOR | 777 TOGEDEMARU | 778 MIMIKYU | 779 BRUXISH | 780 DRAMPA | 781 DHELMISE | 782 JANGMO-O | 783 HAKAMO-O | 784 KOMMO-O | 785 TAPU KOKO | 786 TAPU LELE



787 TAPU BULU | 788 TAPU FINI | 789 COSMOG | 790 COSMOEM | 791 SOLGALEO | 792 LUNALA | 793 NIHILEGO | 794 BUZZWOLE | 795 PHEROMOSA | 796 XURKITREE | 797 CELESTEELA

798 KARTANA | 799 GUZZLORD | 800 NECROZMA | 801 MAGEARNA | 802 MARSHADOW | 803 POIPOLE

804 NAGANADEL | 805 STAKATAKA | 806 BLACEPHALON | 807 ZERAORA | 808 MELTAN | 809 MELMETAL

TURN THE PAGE TO SEE OUR FAVOURITE ALOLA POKÉMON

#778 MIMIKYU

#766 PASSIMIAN

"The variety of the Pokémon themselves is off the scale"

#783 HAKAMO-O

SAFARI ZONE ALOLA

THE STARTER POKEMON

AN EVOLUTIONARY CHANGE

Of all three starter Pokémon's evolutions, it's Litten's final form Incineroar that has grown to become the most recognisable. This is thanks in part to Incineroar's appearance as a playable fighter in the *Super Smash Bros* series. That said, only with Rowlet do you get the choice of evolving into two versions of Decidueye, while Popplio's final form, Primarina, gains the powerful Fairy trait.

ROWLET

TYPE Grass/Flying
SIGNATURE MOVE Leaf blade

■ Rowlet acts as *Pokémon Sun & Moon*'s resident Grass-type starter, being portrayed as a cutesy little owl complete with a leaf bow tie. Starting with the simple Leafage move, which strikes opponents with leaves, this power eventually turns into the more devastating Bloom Doom when the Grassium Z crystal is held and the player triggers the Z-move. Rowlet would again act as a Grass starter in the 2022 Hisuian prequel *Pokémon Legends: Arceus*.

LITTEN

TYPE Fire
SIGNATURE MOVE Fire Fang

■ Litten is your choice of fire starter on the islands of Alola, being portrayed as a black-furred feline with pointy ears and fiery red whiskers. Though starting as a quadrupedal creature, Litten and its evolution Torracat eventually stand upright on two legs when reaching the final form of Incineroar. Litten is unique within the wide roster of Fire starter Pokémon in that they can set their whole body on fire to purposely burn away the old coat, which is then replaced with a new one.

POPPLIO

TYPE Water
SIGNATURE MOVE Aqua Jet

■ Popplio is Alola's Water-type starter, depicted as a sea lion with a frilly collar and spherical pink snout. Its nose is important because it allows it to snort water bubbles that come in handy for attacking enemies. At level 17 it evolves into Brionne, before becoming the surprisingly regal Primarina at level 34. The nose always remains a constant feature, however, as does its fondness for performing acrobatic stunts in the water.

© Getty

ZERAORA

TYPE Electric
SIGNATURE MOVE Plasma Fists

■ One of a handful of Mythical Pokémon first spotted in Alola in *Ultra Sun & Moon*, Zeraora is an Electric-type monkey coated in black and yellow fur that contains several lightning bolt markings. It lacks any further evolution but is the only known Pokémon capable of learning a move called Plasma Fists, which allows Zeraora to unleash powerful punches using electrically charged fists. It also changes Normal-type moves to Electric-type moves, making them a unique asset in battle.

FROMANTIS

TYPE Grass
SIGNATURE MOVE Sweet Scent

■ Very much resembling the bulb of a plant, Fomantis is one of the most common low-level Grass Pokémon you'll bump into while exploring Alola. It's a rather sleepy Pokémon and hates having its nap disturbed unnecessarily. This trait changes when it evolves into Lurantis at level 34, where its pink eyes remain but it appears more insect-like. Fomantis is known to attract Bug Pokémon because of the sweet scent it naturally exudes.

> "Fromantis hates having its nap disturbed unnecessarily"

MARSHADOW

TYPE Ghost/Fighting
SIGNATURE MOVE Spectral Thief

■ This incredibly haunted-looking fella is none other than Marshadow, a Fighting/Ghost Pokémon that was the final entry on the Alolan Pokédex before *Ultra Sun & Ultra Moon*'s arrival. It is capable of sinking into the shadows of people and Pokémon alike, a tactic it uses to understand their emotions before copying them. If attacked hard enough, it will enter a state called Zenith Marshadow, where the blue and yellow flames on its head and arms burn brighter.

SAFARI ZONE ALOLA

ALOLAN ALL-STARS

ORICORIO

TYPE Flying
SIGNATURE MOVE Revelation Dance

■ Oricorio is one of the most unique Flying-type Pocket Monsters to appear in the *Pokémon* world, mainly because – similar to Eevee before it – it can change into several different Pokémon each boasting a different type of elemental upgrade. It all depends on the type of nectar it sips on. Red Nectar will see it adopt the Fire-type Baile Style while sipping Purple Nectar will see it adopt Ghost-type traits in the Sensu Style (pictured). There are four styles in total.

LYCANROC

TYPE Rock
SIGNATURE MOVE
Splintered Stormshards

■ Evolving from the equally dog-like Rockruff at level 25, Lycanroc has three different form possibilities depending on the time of day it levels up. Midnight Form (left) sees it turn red-eyed with a black mohawk. Its Dusk Form (right), meanwhile, sees it gain a white and brown coat, while its Midday Form is a balance of the two. It remains a Rock type regardless of form, as does its ability to use the Lycanroc-exclusive Splintered Stormshards Z-Move.

TYPE: NULL

TYPE Normal
SIGNATURE MOVE Razor Wind

■ Type: Null is a Normal-type Legendary Pokémon introduced in *Sun & Moon* the player receives from Gladion after defeating him in the floating isle of Aether Paradise and becoming champion. Interestingly, it's said to originate from the Galar region after the theft of top-secret research notes and therefore might not be native to Alola. It evolves into Silvally when levelled up to a high enough friendship, itself consisting of 18 different elemental forms.

© Getty

SOLGALEO

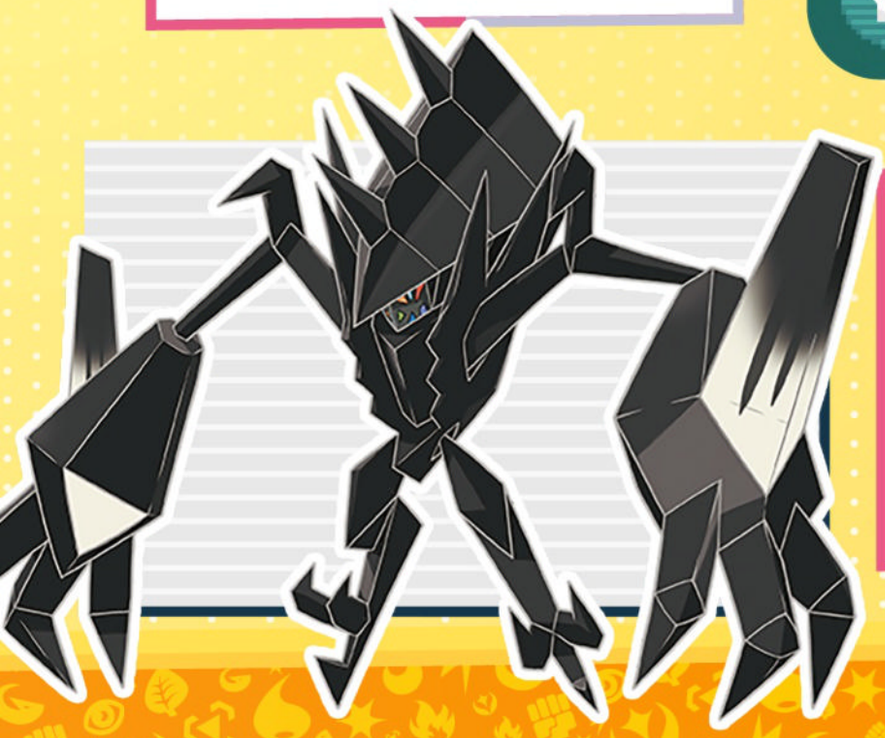
TYPE Psychic/Steel
SIGNATURE MOVE Searing Sunraze Smash

■ The Lion-like Solgaleo is one of the unofficial Light Trio and the Psychic/Steel type Legendary Pokémon you'll find adorned on the cover of *Pokémon Sun*. It has the highest base HP stat of all Steel-type Pokémon, and its attack and special attack is the reverse of fellow Legendary Pokémon Lunala, which is also evolved from Cosmoem. Known in-game as the "beast that devours the sun", it is the only Pokémon known to use the Searing Sunraze Smash Z-Move.

LUNALA

TYPE Psychic/Ghost
SIGNATURE MOVE Moongeist Beam

■ One of Cosmog's final forms alongside its fellow Legendary evolution Solgaleo, Lunala is a Legendary Psychic/Ghost type Pokémon and the cover mascot for *Pokémon Moon*. It takes the form of a skeletal bat, complete with purple wings and a yellow frame that resembles a crescent moon. Its Z-move is Menacing Moonraze Maelstrom, which is an upgraded version of its Moongeist Beam attack that sees a barrage of sinister rays unleashed towards the target.



NECROZMA

TYPE Psychic
SIGNATURE MOVE Light That Burns The Sky

■ Necrozma is a Legendary Psychic-type Pokémon who is also the cover star of both *Pokémon Ultra Sun & Ultra Moon*. It can transform into a total of three forms known as Dusk Mane, Dawn Wings and Ultra, the former two occur when it fuses with Solgaleo or Lunala respectively, while the latter happens when it holds the Ultranecrozium Z crystal and uses Ultra Burst. Its exclusive Z-move is called Light That Burns The Sky, which should indicate how devastating it is.

ALOLA REGION

Say aloha to Alola! In a remarkable departure from previous *Pokémon* nations, Alola draws on its Hawaii inspiration to conjure a sun-soaked resort region with plenty of mythology and mystery. Each island has a distinct personality, so be sure to visit them all!

LUSH JUNGLE
ROUTE 8
WELA VOLCANO
ROOKLET HILL
ROUTE 5
ROUTE 7
PANIOLA RANCH
AKALA ISLAND
PANIOLA TOWN
ROUTE 6
ROYAL AVENUE
HEAHEA CITY
ROUTE 4
HANO BEACH
HANO GRAND RESORT
DIGLETT'S TUNNEL
KONIKONI CITY
MEMORIAL HILL
ROUTE 9
AKALA OUTSKIRTS
PO TOWN
HOKULANI OBSERVATORY
OUTER CAPE
MALIE GARDEN
ROUTE 17
MOUNT HOKULANI
MALIE CITY
ROUTE 10
LAKE OF THE MOONE/LAKE OF THE SUNNE
ULA'ULA ISLAND
ROUTE 11
POWER PLANT
ULA'ULA MEADOW
MOUNT LANAKILA
HAINA DESERT
BLUSH MOUNTAIN
ROUTE 16
ROUTE 12
SECLUDED SHORE
ROUTE 15
ROUTE 13
AETHER HOUSE
TAPU VILLAGE
ABANDONED SITE
ROUTE 14

ADVENTURES IN GALAR

Keep calm and battle on in this modern yet historic land

As a region based on the island of Great Britain, Galar is covered with sweeping grasslands, industrial cities and spectacular snowy peaks. Sleepy villages and gloomy forests are sprinkled across the area, while charming ruins, Victorian-style architecture and modern skyscrapers create a fascinating diversity in the landscape.

With most of the towns in Galar based on real-life locations in the United Kingdom, Galar is also brimming with British-themed Pokémon. Take the friendly Sobble for example. The water lizard Pokémon's final evolution is Inteleon, a chameleon styled like a spy with a slender physique and a tuxedo-like pattern on its body, perhaps as a nod to the great fictional British spy James Bond. Cinderace, the striker Pokémon, is themed around football, a reference to the nation's passion for and history in the creation of the sport.

Football plays such an inspiring role for the region in fact, that the Gyms are part of the Champion Cup where an epic stadium battle with each Gym Leader ensues. The watching crowd even joins in with cheers and songs when the battle spectacle begins to heat up!

Whatever your favourite activity in the world of Pokémon, you can be sure that Galar has an answer to it, in its own Anglo-inspired way.

FULL MAP ON PAGE 100

POKÉMON SWORD & SHIELD

A strong first half, but ultimately scored an own goal

Debuting over 20 years since the launch of the first *Pokémon* games, *Sword & Shield* are distinct from the mainline games that came before them. With the Galar region's British influence, the football-inspired theme brings much-needed vigour to the well-trodden Gym battle journey of previous games. Being able to enter the Gym stadium with crowds of cheering fans and then supersizing your Pocket Monster (thanks to the new Dynamax/Gigantamax feature) makes each encounter a tremendous event, worthy of the audience sitting in the seats. Imagine a Gigantamaxed Rillaboom, for example, thundering across the stadium floor.

Sword & Shield also marks the *Pokémon* series' first attempt at an open-world game with the Wild Area. It's an extensive zone with different Pokémon appearing in the wild, depending on the subarea and the weather. Here you'll find Pokémon Dens and Max Raids that perfectly use Wi-Fi multiplayer as you team up with up to three friends to catch uncommon, rare or even unique event Pokémon.

With just 89 new Pokémon added and the inability to fully explore previous Dexes, however, gameplay does seem restricted. Critics have also judged the basic features, suggesting that *Sword & Shield* do not make best use of the Nintendo Switch's hardware.

Be that as it may, with its enchanting themed region, *Sword & Shield* are still to this day the Nintendo Switch's best-selling *Pokémon* game and the second best-selling game in the *Pokémon* franchise of all time.

DYNAMAX & GIGANTAMAX

When a Pokémon is Dynamaxed, its size increases massively but its maximum and current HP also drastically increase as well. Its moves also change into unique Max Moves that correspond with type and category. Certain Pokémon can be made even more intimidating with Gigantamax, such as Snorlax, Pikachu and Toxitricity, with their own unique moves in tow.

POKÉMON JOURNEYS

Becoming a master, the world over

Ash continues his journey to be the best with Goh, a boy who joins him on his quest and hopes to encounter Mew. Ash heads to Cerise Laboratory, a research facility that researches Pokémon in every region. Together, Ash and Goh travel the world, from Kanto to Galar.

Some of our favourite characters from previous seasons make a return, such as Brock, Dawn, Gary, and even Butch and Cassidy!

ISLE OF ARMOR & CROWN TUNDRA

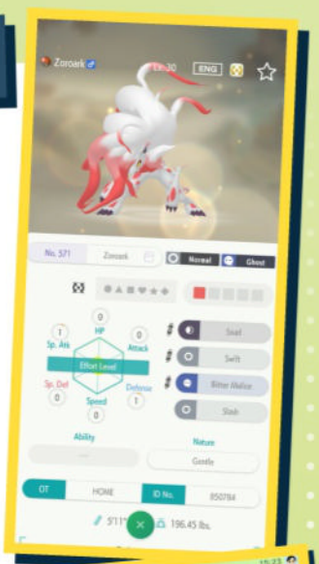
New expansions breaking the ice

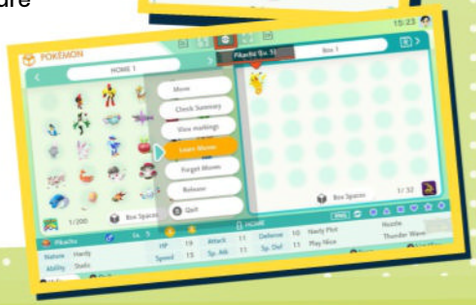
Sword & Shield's expansion packs introduce downloadable content (or DLC) to the *Pokémon* games, removing the need for a third or advanced version. With the locations in the main games based on England and Wales, it was time for the Isle Of Man and Scotland to have their moments to shine. *Isle of Armor* introduces the Legendary Fighting Pokémon Kubfu, while Crown Tundra presents Calyrex, a Psychic/Grass Legendary with the ability to ride Spectrier or Glastrier.

POKÉMON HOME

Home is where the Happiny is

Moving Pokémon between games is simple with apps such as *Pokémon Home*. Available on mobile devices and the Nintendo Switch, *Pokémon Home* enables access to your teams and trading from *Sword & Shield* onwards across any compatible device. That means *Pokémon Brilliant Diamond & Shining Pearl*, and *Pokémon Legends: Arceus* are included, while one-way transfers are available for *Pokémon Go* and *Pokémon Bank*. A 2023 update also added *Pokémon Scarlet & Violet* support, making this app essential for any Pokémon Master.





POKÉMON TWILIGHT WINGS

Dawn breaks on a new miniseries

As the mainline *Pokémon* anime series reached 23 seasons and well over 1,000 episodes, the *Twilight Wings* miniseries follows on from *Pokémon Origins* and *Pokémon Generations* as an original web series that debuted on YouTube. *Twilight Wings* was inspired by and initially acted as a prequel to the *Sword & Shield* games, though a special episode focused on *The Isle Of Armor* and *The Crown Tundra* was later released.

Most of the episodes feature a different protagonist, from sickly John, who writes a letter to Chairman Rose, to our friendly rival, Hop, whose Wooloo runs away after becoming jealous of Champion Leon's Charizard, and a day in the life of Macro Cosmos's Vice President Oleana, assistant and secretary to Chairman Rose. You even get to watch the uncommon sight of Gym Leaders duelling, as the Water-type Gym Leader Nessa reflects on her accomplishments after losing against her fellow Gym Leader Milo.

Watching this unique anime series gives you new viewpoints on your own Galarian adventures in *Sword & Shield*, as you see these familiar characters in a new light before you encounter them in the games.

Free to watch on YouTube: the episodes were initially released in January 2020, though the Covid-19 pandemic delayed the release of episode five.

With only eight episodes at no more than ten minutes long each, *Twilight Wings* is the perfect breather for Galar-region fans who are as greedy as a Greedent, hungry for more Pokémon content. You can watch *Twilight Wings*, *Origins* and *Generations* on the Pokémon TV app or website, too.

> "Twilight Wings is the perfect breather for Galar-region fans"

SECRETS OF THE JUNGLE

This *Pokémon* movie might not be set in Galar, but it focuses on a Galarian Pokémon introduced in *Sword & Shield*: the rogue monkey Zarude. In it, Ash teams up with a forest child, Koko and a tribe of Zarudes to defeat the dastardly scientist Zed. At the time of writing, it is currently the last *Pokémon* movie.

SAFARI ZONE GALAR

#810 -898

A gallant group of enchanting Pokémon

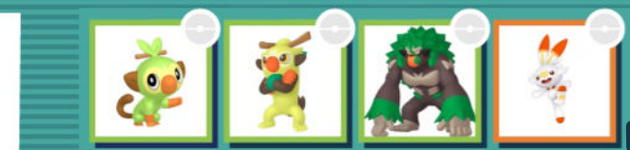
Taking on the history and diverse landscapes of Galar, this collection of charming creatures ranges from the quiet farm sheep Pokémon Wooloo found by the sleepy town of Postwick to the imposing skyscraper-like Duraladon which you expect to see near Wyndon.

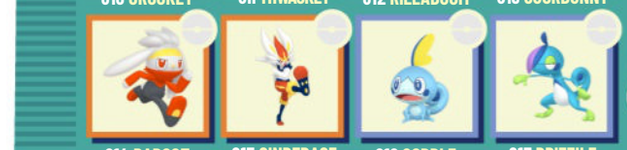
There are a lot of Easter eggs here in the Pokédex, from the Stonehenge-inspired mysterious Stonjourner to the tea-obsessed ghost of Sinistea. Even the Galarian forms of Weezing and the Mr Mime evolution Mr Rime are a reference to the garments that were once worn in Galar in their top hat and bowler hat designs.

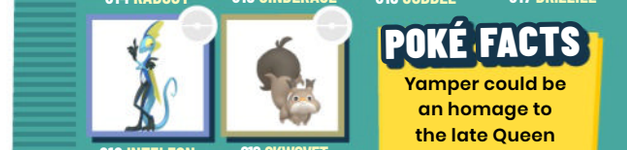
With its flourishing sleepy woods, such as the Slumbering Weald, goblin-like and fairytale-inspired Pokémon such as Impidimp and Hatenna are prevalent throughout the area.

For something off the beaten track, there's Applin – the Grass/Dragon type that resembles a tiny worm coming out of an apple before evolving into multiple evolutions, depending on the apple it's exposed to.

Ice Pokémon aren't amiss here either, with the curious Eiscue (a penguin Pokémon with an ice cube on its head) and the fossilised Ice/Electric Pokémon Arctozolt, which can be resurrected (alongside Dracozolt and Arctovish) depending on the mismatched fossils combined. Find out more about some of the most fascinating Pokémon of the region here.

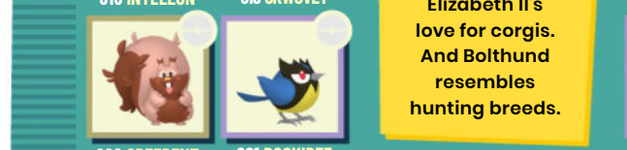


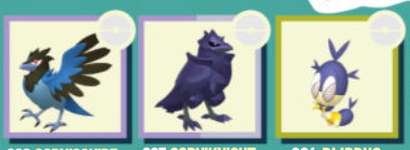


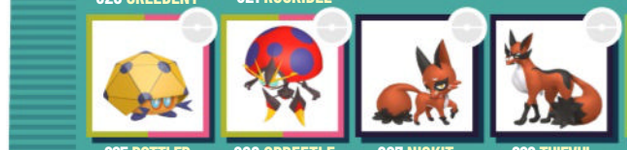


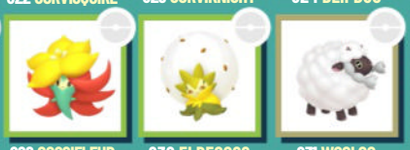
POKÉ FACTS

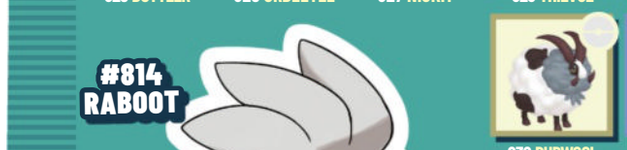
Yamper could be an homage to the late Queen Elizabeth II's love for corgis. And Bolthund resembles hunting breeds.











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POKÉMON TYPES

- NORMAL
- FIRE
- WATER
- GRASS
- ELECTRIC
- ICE
- FIGHTING
- POISON
- GROUND
- FLYING
- PSYCHIC
- BUG
- ROCK
- GHOST
- DRAGON
- DARK
- STEEL
- FAIRY

SAFARI ZONE: GALAR

#896 GLASTRIER & #898 CALYREX

844 SANDACONDA
845 CRAMORANT
846 ARROKUDA
847 BARRASKEWDA
848 TOXEL
849 TOXTRICITY
850 SIZZLIPEDE
851 CENTISKORCH
852 CLOBBOPUS
853 GRAPPLOCT
854 SINISTEA
855 POLTEAGEIST
856 HATENNA
857 HATTREM
858 HATTERENE
859 IMPIDIMP
860 MORGREM
861 GRIMMSNARL
862 OBSTAGOON
863 PERRSERKER
864 CURSOLA
865 SIRFETCH'D
866 MR RIME
867 RUNERIGUS
868 MILCERY
869 ALCREMIE
870 FALINKS
871 PINCURCHIN
872 SNOM
873 FROSMOTH
874 STONJOURNER
875 EISCUE
876 INDEEDEE
877 MORPEKO
878 CUFANT
879 COPPERAJAH
880 DRACOZOLT
881 ARCTOZOLT
882 DRACOVISH
883 ARCTOVISH
884 DURALUDON
885 DREEPY
886 DRAKLOAK
887 DRAGAPULT
888 ZACIAN
889 ZAMAZENTA
890 ETERNATUS
891 KUBFU
892 URSHIFU
893 ZARUDE
894 REGIELEKI
895 REGIDRAGO
896 GLASTRIER
897 SPECTRIER
898 CALYREX

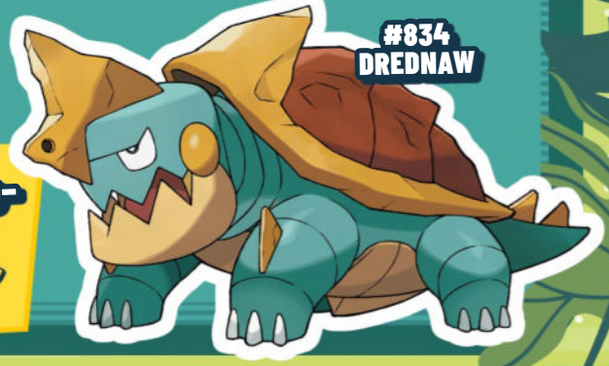
TURN THE PAGE TO SEE OUR FAVOURITE GALAR POKÉMON

#892 URSHIFU

#895 REGIDRAGO

POKÉ FACTS

There are Dreepy hiding in Dragapult's horns. Dragapult will fire the Dreepy at its foes. Don't worry: they love it... apparently.



#834 DREDNAW

"Goblin-like and fairytale-inspired Pokémon are prevalent in the area"

THE STARTER POKEMON

FULL STRENGTH

Grookey, Scorbunny and Sobble's final evolutions are a powerful bunch. Rillaboom, the grass drummer Pokémon is a beat machine with its mighty Wood Hammer attack. Cinderace, the fire striker Pokémon, prioritises blazing hot speed and soccer-themed attacks and Inteleon, the water secret agent Pokémon, charms with fantastic water moves.

GROOKEY

TYPE Grass

SIGNATURE MOVE Branch Poke

■ This cheeky little monkey combines rhythm with a love for nature. Two leaf-shaped hair tufts sit on its head, held in place by a wooden twig that Grookey uses in battle, as well as to tap steady beats with. The twig's magic power revitalises nature, causing grass to grow, leaves to regain their greenness and flowers to bloom. Grookey evolves into the attitude machine that is Thwackey, before finally evolving into the drumming beast Rillaboom.

SCORBUNNY

TYPE Fire

SIGNATURE MOVE Flame Charge

■ A fiery rabbit-like Pokémon, Scorbunny loves to run and sprints so fast that it can start fires with its feet! This fiery bunny is filled with vitality, and a good running warm-up can fill it up with fire energy, giving it all the strength it needs for a full-on battle. Its name might clue you in to its evolutions, too: *score bunny*. Sounds like football is on the cards, right? When Scorbunny is ready to evolve, it turns into the agile Raboot, ready for action.

SOBBLE

TYPE Water

SIGNATURE MOVE Water Pulse

■ Sobble is a small water lizard-themed Pokémon with thin limbs that can help it stick to walls in order to climb. With its blue colouring, Sobble can camouflage itself by changing the colours of its body and patterns when in water. A nervous creature, Sobble sweats out water from its body when embarrassed, and if it feels threatened, it will start to cry – its tears are said to be as strong as 100 onions!

© Getty

ZIGZAGOON (GALARIAN FORM)

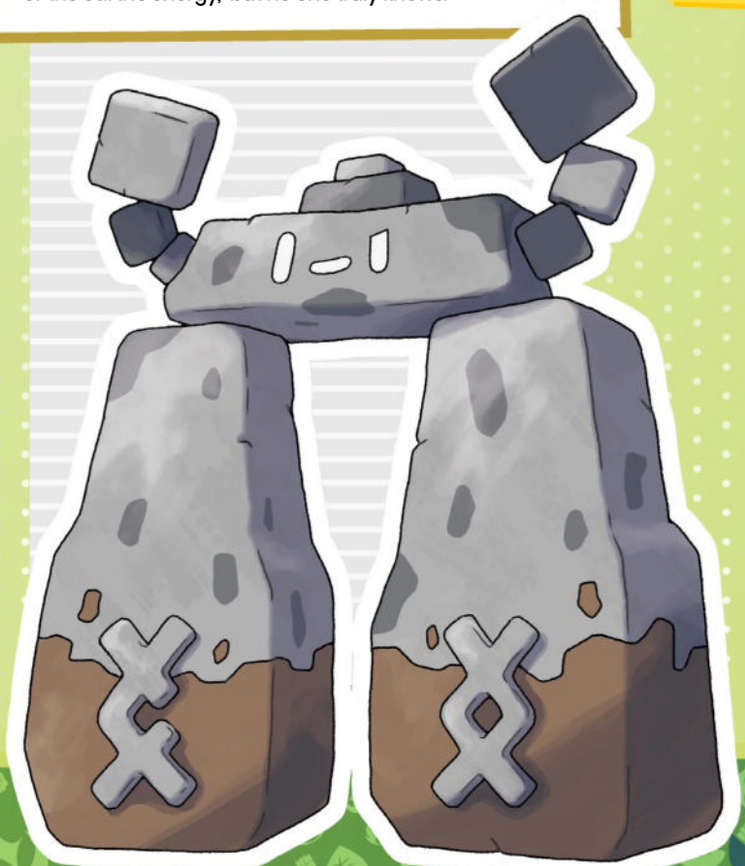
TYPE Dark/Normal
SIGNATURE MOVE Snarl

■ Though mostly similar to its Hoenn variant, the Galarian form of Zigzagoon is covered in black-and-white fur, like a badger, with a star-like pattern on its face and a long tongue that hangs out its mouth (possibly as a nod to the music genre glam rock). This version of Zigzagoon is believed to be the earliest form of the species. Galarian Zigzagoon evolves into a Galarian form of Linoone, and then a new ferocious evolution to the line: Obstagoon.

STONJOURNER

TYPE Rock
SIGNATURE MOVE Stone Edge

■ You would be forgiven for mistaking Stonjourner for a mega stone monument or megalith. This enormous rock Pokémon prefers a quiet life, enjoying standing in a field and watching the sun travel across the sky every day. Once a year, Stonjourners will gather to form an even circle. This mysterious assembly could be due to the position of the sun or the earth's energy, but no one truly knows.



POKÉ FACTS

There are nine Alcremie forms: Vanilla, Ruby, Matcha, Mint, Lemon and Salted Cream, and Ruby, Caramel and Rainbow Swirl.

ALCREMIE

TYPE Fairy
SIGNATURE MOVE Decorate

■ Tempted by this delightful Fairy-type? Alcremie, the evolution of Milcery, can have one of several forms depending on what sweet it is holding and the time of day, direction and duration of it being swirled. Dollops of whipped cream cover Alcremie, creating hair and a dress, and a terrifying yet tantalising Gigantamax version sees Alcremie as a five-tiered cake embellished with rows of toppings and vibrant colours!

GALARIAN GREATS

ROLYCOLY

TYPE Rock
SIGNATURE MOVE Heat Crash

■ Don't underestimate this little lump of coal: Rolycoly is small but mighty. It uses the coal it's collected for energy and was once popular in homes across Galar as it was used to help cook food and heat houses. Rolycoly uses a small wheel-shaped rock to move around as if it's on a unicycle. Evolving into the Fire/Rock Carkol and Coalossal, it can breathe fire hotter than 1,800 degrees Fahrenheit (1,000 degrees Celsius).

MORPEKO

TYPE Electric/Dark
SIGNATURE MOVE Aura Wheel

■ No Pokémon region is without its Pikachu copycat, and Galar is no exception. Morpeko, the two-faced rodent Pokémon has two looks: one for when it's hungry (Hangry Mode), and one for when it's full (Full Belly Mode). It gets hungry often due to using up all its energy to generate electricity, and it is this hunger that causes its hormones and appearance to change. Morpeko carries berry seeds wherever it goes to stave off any surprise hunger pangs.

FEELING HANGRY?

Morpeko's unique Ability Hunger Switch is what drives its shape-changing capabilities. Apart from the visual change, not much happens to Morpeko in-game while it is happy or hungry. The one notable change, however, is that its move Aura Wheel changes type depending on what mode it is used in. If Morpeko is in Full Belly Mode, the move is Electric. If the little rodent is in Hangry Mode, it's Dark.

SIRFETCH'D

TYPE Fighting
SIGNATURE MOVE Meteor Assault

■ A chivalrous white duck, Sirfetch'd evolves from the Galarian form of Farfetch'd and uses its trademark leek as a lance with the hard leaves as a shield. Sirfetch'd is fair in fights, having said to have originally evolved from a Farfetch'd that was very skilled in battles. This noble and gallant Pokémon uses its leek as both a weapon and food, and when its beloved tool eventually withers, it will retire from battling for good.

© Getty

ZACIAN

TYPE Fairy
SIGNATURE MOVE Behemoth Blade

■ As the mascot for *Pokémon Sword*, Zacian is a valiant lupine Legendary said to be the elder sister of Zamzenta, the legendary mascot for *Pokémon Shield*. It's at its full power in its true form: the Crowned Sword form. Known for its elegant movements, Zacian was once known as the Fairy King's Sword, captivating its friends and foes with its swift motions that cannot be seen by the naked eye.

ZAMAZENTA

TYPE Fighting
SIGNATURE MOVE Behemoth Bash

■ As Zacian's sibling, the wolf-like Zamazenta also has a true shape that reveals its hidden power: the Crowned Shield form. It is so powerful, it can cause cracks in the lands from its bashes! Tales of its valour and its name as the Fighting Master's Shield comes from its ability to deflect any attacks. When Zamazenta and Zacian are together in their Crowned versions, they can cancel out the power of Eternatus, even in its Eternamax form.

ZARUDE

TYPE Dark/Grass
SIGNATURE MOVE Jungle Healing

■ This baboon-like Mythical Pokémon can unleash powerful vines from its wrists, neck and the soles of its feet to extend and grab branches and food, and attack its opponents. Though they are known as an aggressive species, Zarudes can also heal wounds with their vines and have even been said to have adopted and cared for orphaned human infants. While Mythic and incredibly rare, Zarude like to band together and live in tribes.

ROSE TOWER
WYNDON
ROUTE 10
WHITE HILL STATION
BALLONLEA
ANCIENT MURAL
GLIMWOOD TANGLE
STOW-ON-SIDE
CIRCHESTER
ROUTE 8
ROUTE 9
ROUTE 6
ROUTE 7
ROUTE 9 TUNNEL
SPIKEMUTH
HAMMERLOCKE
TURFFIELD GEOGLYPH
LAKE OF OUTRAGE
DUSTY BOWL
HULBURY
GIANT'S CAP
ROUTE 4
ROUTE 5
TURFFIELD
BRIDGE FIELD
GALAR

MINE
ROUTE 3
MOTOSTOKE
GALAR MINE NO 2
MOTOSTOKE RIVERBANK
EAST LAKE AXEWELL
NORTH LAKE MILOCH
WATCHTOWER RUINS
AXEW'S EYE
WEST LAKE AXEWELL
SOUTH LAKE MILOCH
GIANT'S SEAT
ROLLING FIELDS
DAPPLED GROVE
MEETUP SPOT
PROFESSOR MAGNOLIA'S HOUSE
ROUTE 2
WEDGEHURST
ROUTE 1
SLUMBERING WEALD
POSTWICK
GALAR REGION
Welcome to Galar, a region based on the island of Great Britain. While it features large, distinct cities and towns nestled in the picturesque countryside, Galar's focal point is its sprawling Wild Area that extends south of Motostoke up to Hammerlocke.

FULL MAP ON PAGE 110

ADVENTURES IN PALDEA

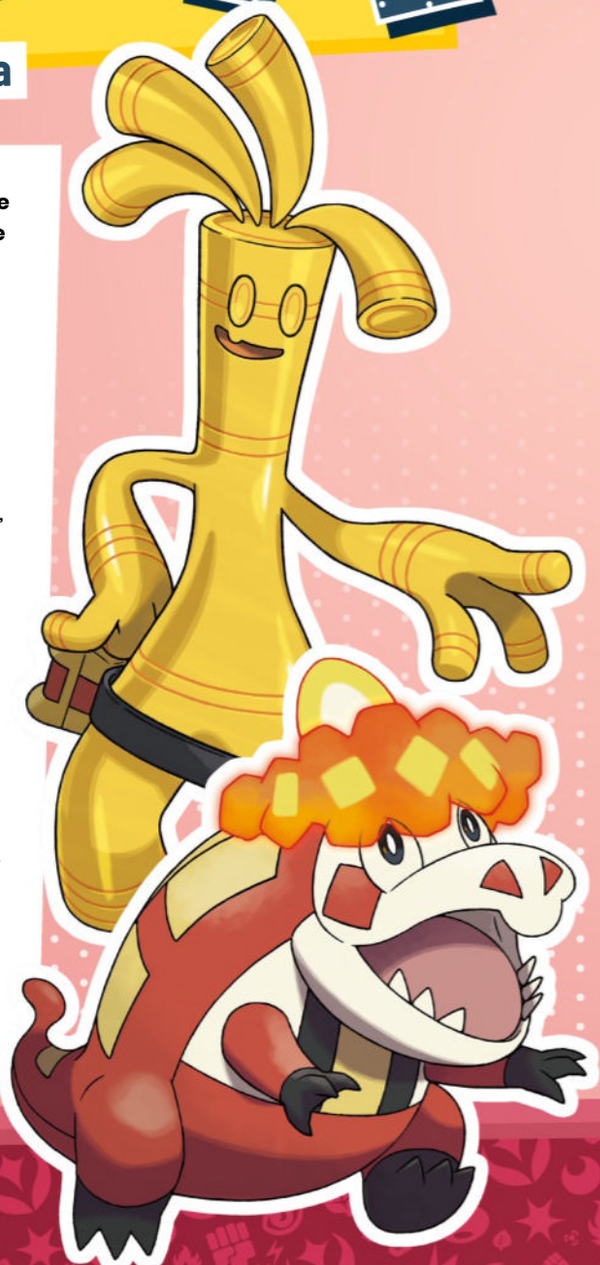
A region full of warmth but with a strange mystery at its core

Welcome to Paldea, where broad plains are lined by warm waterways, sparkling blue lakes, deep seas, impressive waterfalls, and to top it off, a mystifying crater in the heart of its lands. Based on the Iberian Peninsula of Spain, Portugal and Andorra, Paldean citizens are warm with a passion for food, music and architecture. Education is also a large part of Paldean life, with the Naranja and Uva Academies helping to bring Trainers into the world of Pokémon by providing them with lessons on all things raising, breeding and battling the Pocket Monsters.

High up in the peaks is Glaseado Mountain, where the snowy town of Montenevera is but a long, icy ascent up the hills, while secret beaches and caverns litter the coast below. Paldea is also a region of opposites: the vast Asado Desert is a stone's throw away from the multi-tiered oasis of Cascarrafa, the city of water.

And if you're fortunate, you might run into the Titan Pokémon, gargantuan beasts that guard the ultra-rare Herba Mystica. If you are *really* fortunate, you might spot a Paradox Pokémon while exploring the mysterious Area Zero crater – where the past, present and future collide.

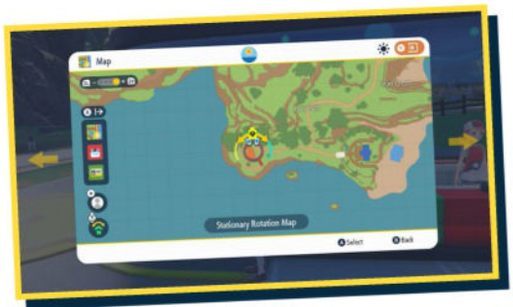
The Paldea region is crammed full of adventure, mystery and, of course, Pokémon. Are you ready to see what lies in wait?



POKÉMON SCARLET & VIOLET

A red letter day for the series

Where *Pokémon Sword & Shield* had a successful first experimentation at an open-world *Pokémon* adventure, *Scarlet & Violet* truly unlocked the magic of a fully explorable landscape where you could go where you please. Here, you can complete tasks from the storyline or battle Gyms in any order you choose, letting you adventure however you want. A suite of new features, such as being able to craft TMs from components rather than just with the local currency, Terastallizing Pokémon and temporarily changing their type via a Tera Orb for more strategic battles, using Pokémon picnics to boost traits and breed, encourage players to experiment beyond the main plot.



The villainous team of the series are not-so-villainous ex-students from the Naranja or Uva Academy, with a tale that tugs at the heartstrings. And it doesn't end once you've beaten the Paldean League and the Elite Four either, as the Great Crater Of Paldea finally opens its doors to ancient/futuristic secrets,

While *Scarlet & Violet* triumphs in engaging new features and a wholesome story, its graphics and overall presentation are severely lacking. Critics have disliked how simple the open world looks compared to other games on the Switch, such as *The Legend Of Zelda: Breath Of The Wild*. Others have blasted glitches in the games, which make them look unfinished. But for those who can forgive the flaws, you'll find a pair of charming games you'll treasure.

HIDDEN TREASURES OF AREA ZERO

Like with *The Isle Of Armor* and *Crown Tundra* with *Sword & Shield*, a duo of expansions for *Scarlet & Violet* will expand the Paldean adventure to new frontiers. *The Teal Mask* and *The Indigo Disk* will put you on exchange programs with two other academies, and provide new Pokémon to catch, and paradoxes to encounter!

© Getty

SAFARI ZONE PALDEA

#906 -1025

The newest Pokédex expansion saw past and future collide in the sunny region of Paldea

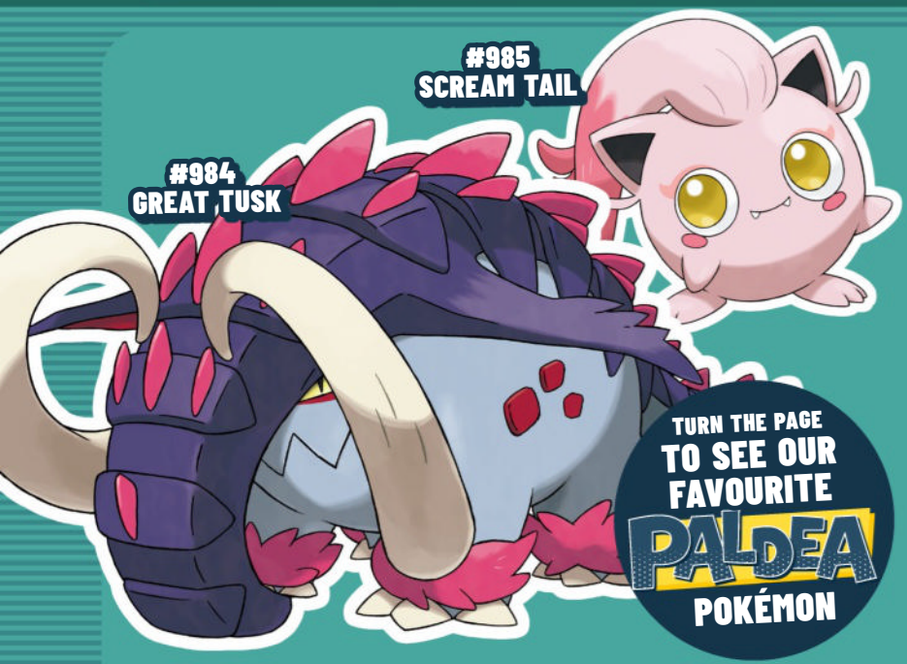
In a massive step for the series, Generation IX's Paldea became the first truly open world of Pokémon, populated with a total of 400 monsters pulled from various Pokédexes, including 105 creatures created specifically for the new region. The new setting was inspired by the Iberian Peninsula, which includes Spain and Portugal, with olive, pepper, parakeet and dolphin designs standing among other plant and animal influences. The updated Pokémon models now featured textures, with scales, fur, feathers and more small details more apparent than ever before.

Following a few established formulas, some past Pokémon gained new evolutions – including Girafarig, Bisharp and Dunsparce – while a few Paldean Pokémon were regional variants, like Tauros and Wooper. Convergent Pokémon Wiglett and Toedscool were introduced, differing from regional forms in that they look similar in appearance to Diglett and Tentacool, but are separate species entirely. Paldea also featured Paradox Pokémon, creatures that have been displaced from their time. *Scarlet* features ancient ancestors of certain Pokémon, while the glowing robots of *Violet* show a distant future of mechanised creatures.

© Getty

POKÉMON TYPES

- NORMAL
- FIRE
- WATER
- GRASS
- ELECTRIC
- ICE
- FIGHTING
- POISON
- GROUND
- FLYING
- PSYCHIC
- BUG
- ROCK
- GHOST
- DRAGON
- DARK
- STEEL
- FAIRY



TURN THE PAGE TO SEE OUR FAVOURITE PALDEA POKÉMON

953 RELLOR
954 RABSCA
955 FLITTLE
956 ESPATHRA
957 TINKATINK
958 TINKATUFF
959 TINKATON
960 WIGLETT
961 WUGTRIO
962 BOMBIRDIER
963 FINIZEN
964 PALAFIN
965 VAROOM
966 REVAVROOM
967 CYCLIZAR
968 ORTHWORM

POKÉ FACTS

Unlike Diglett and Dugtrio, Wiglett and Wugtrio adapted to the sandy Paldean beaches and adopted the Water type.

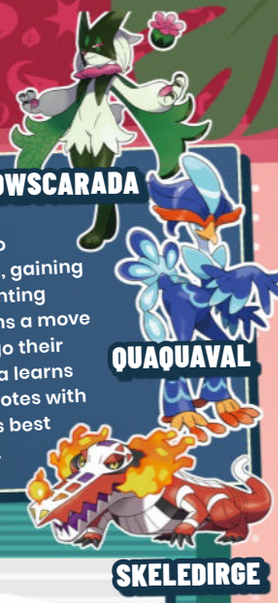
969 GLIMMET
970 GLIMMORA
971 GREAVARD
972 HOUNDSTONE
973 FLAMIGO
974 CETODDLE
975 CETITAN
976 VELUZA
977 DONDOZO
978 TATSUGIRI
979 ANNIHILAPE
980 CLODSIRE
981 FARIGIRAF
982 DUDUNSPARCE
983 KINGAMBIT
984 GREAT TUSK
985 SCREAM TAIL
986 BRUTE BONNET
987 FLUTTER MANE
988 SLITHER WING
989 SANDY SHOCKS
990 IRON TREADS
991 IRON BUNDLE
992 IRON HANDS
993 IRON JUGULIS
994 IRON MOTH
995 IRON THORNS
996 FRIGIBAX
997 ARCTIBAX
998 BAXCALIBUR
999 GIMMIGHOUL
1000 GHOLDENGO
1001 WO-CHIEN
1002 CHIEN-PAO
1003 TING-LU
1004 CHI-YU
1005 ROARING MOON
1006 IRON VALIANT
1007 KORAIDON
1008 MIRAIDON
1009 WALKING WAKE
1010 IRON LEAVES
1011 DIPPLIN
1012 POLTCHAGEIST
1013 SINISTCHA
1014 OKIDOGI
1015 MUNKIDORI
1016 FEZANDIPITI
1017 OGERPON
1018 ARCHALUADON
1019 HYDRAPPLE
1020 GOUGING FIRE
1021 RAGING BOLT
1022 IRON BOULDER
1023 IRON CROWN
1024 TERAPAGOS
1025 PECHARUNT

SAFARI ZONE PALDEA

THE STARTER POKEMON

FINAL FORMS

Sprigatito, Fuecoco and Quaxly evolve into Meowscarada, Skeledirge and Quaquaval, gaining secondary typings of Dark, Ghost and Fighting respectively. Each of these Pokémon learns a move unique to their species when they undergo their final evolution: the magical Meowscarada learns Flower Trick, Skeledirge hits all the right notes with Torch Song, and Quaquaval unleashes its best combative dance moves with Aqua Step.



SPRIGATITO

TYPE Grass
SIGNATURE MOVE Magical Leaf

■ This cute kitten has soft, grassy fur that allows it to take in sunlight for energy like a plant. It has a dark green leaf pattern on its face, fluffy cheeks and big, bright, red eyes. Sprigatito absolutely loves attention, becoming moody if it gets ignored by humans. By rubbing its paws together, it can create a sweet scent that distracts other Pokémon. When it evolves into Floragato, it begins walking on two legs instead of four.

FUECOCO

TYPE Fire
SIGNATURE MOVE Incinerate

■ A very laid-back and relaxed Pokémon, Fuecoco's favourite thing to do is snack. It will eat any food it gets its claws on, sometimes using its fire breath to bake things to perfection before chowing down. It resembles both a crocodile and a chilli pepper, with a red, white and yellow colour scheme. Fuecoco's scales feel warm when touched; as well as having an internal heat source, it can also take in heat from its surroundings by basking.

QUAXLY

TYPE Water
SIGNATURE MOVE Aqua Jet

■ Though not technically native to Paldea, flocks of Quaxly settled in the area from an unknown place of origin a long time ago, and it now calls this region home. It takes great pride in its appearance – especially its hair, which it loves to style into a pompadour using the gel-like oil secreted by its feathers, which is waterproof. It has strong legs and webbed feet that not only propel Quaxly through the water but also deliver powerful kicks.

© Getty

"Its gills resemble crossbones to reflect its poisonous abilities"

PALDEAN WOOPER

TYPE Poison/Ground
SIGNATURE MOVE Poison Tail

■ Wooper was first introduced in Generation II as an amphibious Water/Ground type that evolved into Quagsire, both blue in colour. The Paldean variant adapted to spend most of its life on land, living near marshes rather than in lakes and rivers, with its appearance changing as a result. It's brown and its gills resemble crossbones to reflect its poisonous abilities. Although it evolves at the same level as its Johto counterpart, Paldean Wooper evolves into the four-legged Clodsire instead of Quagsire.

FIDOUGH

TYPE Fairy
SIGNATURE MOVE Play Rough

■ This canine critter looks good enough to eat, with big, round ears that look like cakes or bread buns adorning its head and a pastry-like plait running down its back – but don't try to take a bite out of it or it might chomp back! Its skin is stretchy like bread dough, enabling it to puff itself up to appear bigger when threatened. Fidough makes a handy kitchen companion thanks to the yeast content of its breath, making it a baker's best friend.

POKÉ FACTS

Smoliv's oil may not be good for humans but this plucky little Pokémon can survive on its own nutrients for a week.

SMOLIV

TYPE Grass/Normal
SIGNATURE MOVE Terrain Pulse

■ With Spain being the biggest real-world producer of olives, it's fitting that the region inspired by the country has a Pokémon line to reflect this. The sun-loving Smoliv stores its natural oil in the fruit that sits atop its head, though this olive oil is no good for cooking, having a very bitter taste. Smoliv and its evolutions Dolliv and Arboliva can learn Terrain Pulse, a move which changes type based on any active terrain in battle.

SAFARI ZONE
PALDEA

PARADOX POKÉMON

ROARING MOON

TYPE Dragon/Dark
SIGNATURE MOVE Dragon Rush

■ This savage beast can only be encountered in the Great Crater of Paldea in *Pokémon Scarlet*, ripped from the distant past and brought to the present by an experimental time machine. Its name comes from its crimson, crescent-shaped wingspan, which features blue-tipped feathers along its edge and allows it to cut through the air at speed. Roaring Moon is the only Paradox Pokémon from the past based on a Mega Evolved monster, resembling a Salamence that has undergone this transformation.

IRON VALIANT

TYPE Fairy/Fighting
SIGNATURE MOVE Spirit Break

■ Resembling both Gardevoir and Gallade at the same time, this futuristic fighter takes one typing from each of them and borrows design elements from their Mega Evolved forms. It is one of the most powerful Paradox Pokémon, cutting down anyone in its path using the pink double-edged glaive weapon it wields. It's theorised that this metallic monster was created by a mad scientist with the goal of bringing to life the strongest Psychic Pokémon.

DRACONIC ANCESTRY

The Paradox Pokémon Roaring Moon might be an extinct descendent of Salamence, however this primal form is echoed in modern times with Mega Evolution. While Mega Salamence loses its forearms compared to Roaring Moon's fearsome claws, they have remarkably similar wing shapes. These crescent moon-shaped flying apparatus are clear evidence the two are related.

SCREAM TAIL

TYPE Fairy/Psychic
SIGNATURE MOVE Psychic Fangs

■ This prehistoric, pink puffball can inflate its body with air, allowing it to levitate. Although it looks a lot like modern-day Jigglypuff, it's very aggressive and primitive in appearance, with researchers believing it might be an ancestor of the singing Pokémon from a long time ago. Instead of a swirl of fluff on its head, Scream Tail has a long, curled tuft that fades into a deeper shade of pink. Unlike Jigglypuff, who has mesmerising blue eyes, this creature's are a piercing yellow.

"It's very aggressive and primitive in appearance"

© Getty

KORAIDON

TYPE Fighting/Dragon
SIGNATURE MOVE Collision Course

■ *Pokémon Scarlet & Violet* really broke the mould when it came to box art Legendaries. Instead of having to track them down as a final test of strength, you find them very early in the game in a state of peril. In *Scarlet*, after saving Koraidon with a sandwich and getting a small taste of its true power, it will join your team, though it refuses to battle in its weakened state. Acting as your trusty steed instead, as you progress it will gain the power to run faster, cross water, climb mountains and glide through the air. Following the naming conventions of other Paradox Pokémon, the red-and-purple feathered reptile is known as the Winged King, but Professor Sada gave it the name Koraidon after summoning it to the present day.

MIRAIDON

TYPE Electric/Dragon
SIGNATURE MOVE Electro Drift

■ Known as the Iron Serpent, Miraidon is the robotic future parallel of Koraidon, ferrying you around Paldea in *Pokémon Violet* after you nurse it back to health. Upgrades throughout the course of the game allow it to traverse new types of terrain and regain more of its power, eventually unlocking its Ultimate Mode for use in battle. It seems to have electric power coursing through its entire body, with folding legs that can turn into jet-powered engines and an LED display for a face. Its tail and throat transform into wheel-like protrusions when it carries its trainer around. Unlike the other mechanical Pokémon of the future, only two Miraidon were brought to the current era by way of Professor Turo's time machine.

CYCLING THROUGH TIME

In *Scarlet & Violet*'s epilogue, you learn that your Legendary friend is not of this time, having been transported to Paldea from either the distant past or future. Cyclizar is the present-day version – a scaly, green, Normal/Dragon-type mount that can reach speeds of up to 70 miles per hour.

NORTH PROVINCE AREA 3
GRACIA STONES
CASSEROYA FALLS
GROUNDBLIGHT SHRINE
CASSEROYA LAKE
WEST PROVINCE AREA 3
WEST PROVINCE AREA 2
PORTO MARINADA
MEDALI
CASCARRAFA
ASADO DESSERT
GREAT CRATER OF PALDEA
ICEREND SHRINE
WEST PROVINCE AREA 1
POKÉMON LEAGUE
NARANJA & UVA ACADEMY
CORTONDO
SOUTH PROVINCE AREA 2
MESAGOZA
SOUTH PROVINCE AREA 6
ALFORNADA
THE LEAKING TOWER OF PALDEA
LOS PLATOS
SOUTH PROVINCE AREA 4
CABO POCO

PALDEA REGION

Welcome to the picturesque region of Paldea, packed with vistas, peaks and a mysterious centrepiece. Paldea is the first region not to have traditional Routes, instead encouraging its citizens to venture off the beaten path and explore its vibrant open world.

TRAINER TIPS

Here's how to use Pokémon type advantages, move types, and Hyper Training to level up your knowledge of Pokémon battles!

POKÉMON MOVE TYPES

It's super effective!

Did Nemona compliment your knowledge of type strengths and weaknesses during your first battle in *Pokémon Scarlet & Violet*? Follow these tips to ensure you maintain the upper hand in all your battles!

Memorising the type chart

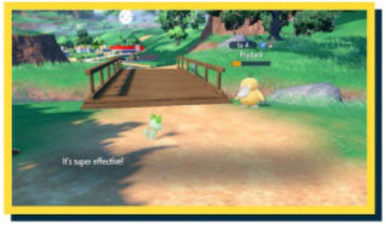
The Pokémon type chart is essential knowledge for any trainer. There's a lot to remember, but once you realise the type chart works like a complicated version of Rock, Paper, Scissors, it becomes a snap! Visit pokemondb.net/type for an example of the type chart.

The three starter Pokémon are an excellent example. Fuecoco has an advantage over Sprigatito because fire burns grass; Sprigatito has an advantage over Quaxly because plant roots absorb water; Quaxly has an advantage over Fuecoco because water extinguishes fire.

This simple logic can be applied to most Pokémon types. Ghost types are super effective against Psychic Pokémon because ghosts are scary! Ever heard the saying "two birds with one stone"? That's why Rock is super effective against Flying-type Pokémon!

Half effectiveness

Similarly, there are some matchups that result in the total damage being halved instead of doubled. For example, damage from Water moves will be halved when attacking an Ice-type Pokémon - they're made from the same stuff, after all!



Resistance

Be careful: some type matchups will result in your Pokémon dealing no damage at all! Your foe's Pokémon may have a type that resists your Pokémon's moves.

For example, because earth can't conduct electricity, Electric-type moves will deal no damage to Ground-type Pokémon. Also, Fighting moves have no effect against Ghost-type Pokémon: their strikes will pass right through them!

© Getty

USING MOVES

Show me your moves!

Ready to get a bit more technical? Here are some tips on how to use your Pokémons' moves, types, and stats effectively.

Which moves should my Pokémon learn?

Have you noticed that some of your Pokémon have high Attack stats, while some have high Sp Attack stats? These stats determine whether your Pokémon will be better at using Physical attacks (Attack) or Special moves (Sp Attack). For example, Fuecoco has a higher Sp Attack stat, so it will be better at using Special Fire moves, such as Flamethrower. Non-attacking moves, such as stat-buffing moves like Swords Dance, are neither Physical nor Special moves.

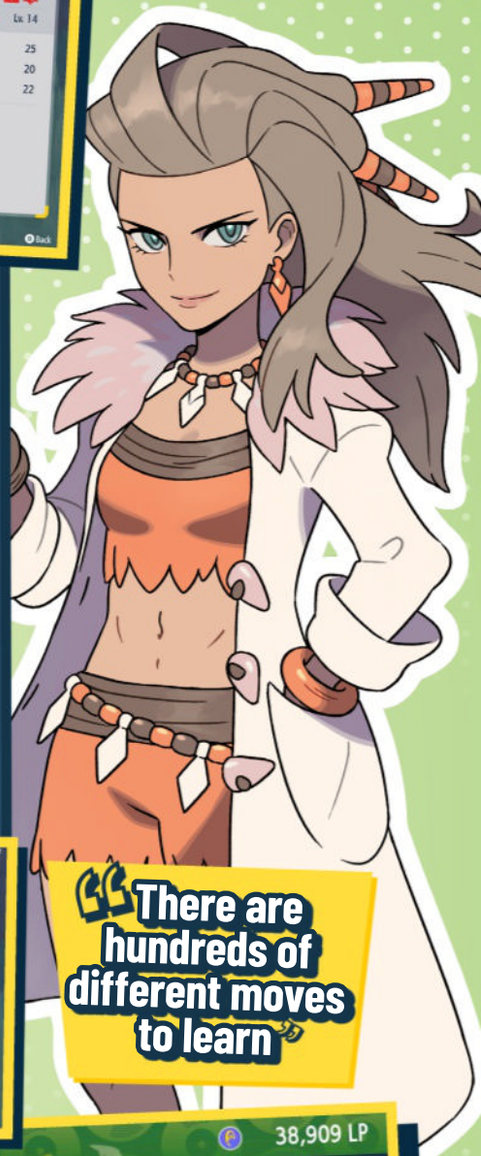
Remember: if you're unsure which move your Pokémon should forget, you can always press the 'Help Me Decide' button for help.

Same type attack bonus

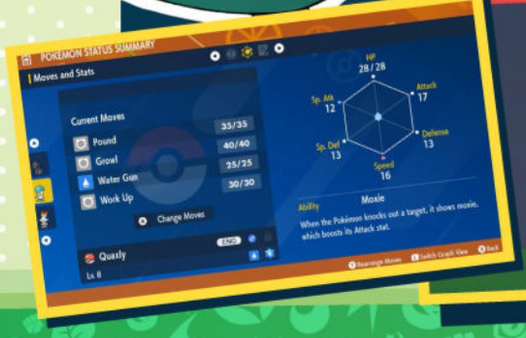
When your Pokémon uses a move that has the same type as their main types, that attack will have a Same Type Attack Bonus – or 'STAB' for short! For example, when Fuecoco, a Fire-type Pokémon, uses Ember, a Fire-type move, the attack will have a 50% boost in power. This power is doubled if the attack is super effective against your foe's Pokémon!

Although Normal-type attacks aren't super effective against any Pokémon type, Normal moves still gain a STAB bonus when used by a Normal-type Pokémon!

There are *hundreds* of different moves for your Pokémon to learn, so be sure to experiment! Make use of the TM Machine at Pokémon Centers to create new moves (called TMs) to try.



> "There are hundreds of different moves to learn"



POKÉMON BREEDING

Those eggs aren't for sandwiches!

Scarlet & Violet shake things up by removing the Day Care: a service that has been a staple of *Pokémon* games since Gen II. So how do you breed Pokémon in Paldea?

Finding eggs

Spend enough time on a picnic with your Pokémon, and you may return to your table to discover some eggs have appeared in the basket! To increase your chances of finding an egg, feed your Pokémon a sandwich with Egg Power.

This means two Pokémon on your team have bred and created an egg. Which ones? Only one way to find out:

Hatching eggs

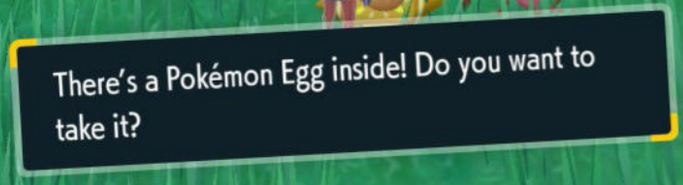
Hatching Pokémon eggs is a waiting game. After you've completed a certain number of steps with the egg sitting in your party, it will hatch, and you'll be the proud owner of a baby Pokémon! The total number of steps needed will vary depending on the Pokémon.

Remember: eggs will not hatch if you keep them in a box. You can carry up to five eggs at a time – but make sure your leader Pokémon is strong enough to battle! Pokémon with the Flame Body Ability will make eggs hatch faster.

Breeding

You can control which of your Pokémon will breed by keeping only two compatible Pokémon in your party when you start up a picnic. Pokémon will breed if they share an Egg Type with a Pokémon of the opposite gender. The Pokémon hatched from the egg will be the same species as the mother. But to keep things simple, catch yourself a Ditto: they can breed with any and all Pokémon!

"Eggs will not hatch if you keep them in a storage box"



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UNDERSTANDING IVS AND EVS

And we don't mean Eevee!

This is Ace Trainer level stuff! We're getting into the complicated part of Pokémon training, but if you master IVs and EVs, you'll have a clear advantage over any opponent.

Effort Value training

EVs are invisible stats that your Pokémon can earn in battle, depending on which wild Pokémon you battle or catch. You can check the results of your EV training by pressing the L button on your Pokémon's stat screen. The solid yellow shape shows how many EVs your Pokémon has earned in each stat so far.

EV training items

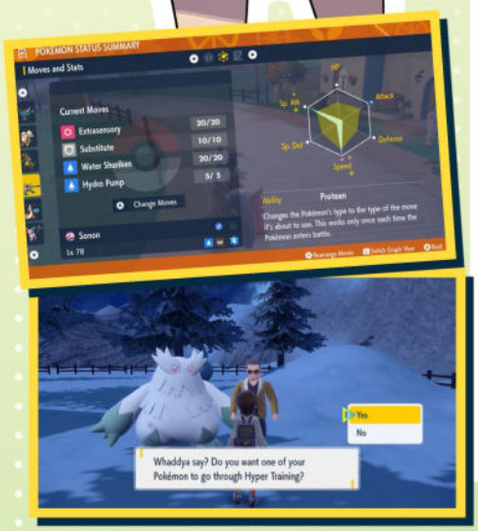
To speed up the EV Training process, consider purchasing some Power Items from Delibird Presents under the 'General Goods' section. Have the Pokémon you wish to train to hold the item during battle – even if they're not actively battling, the item will still work.

Without these items, your Pokémon will gain one EV per battle or catch; with a Power Item, their speed stat will be temporarily reduced, but they will gain nine EVs per battle or catch! You can also use certain berries to reduce EVs that you don't want your Pokémon to earn.

Individual Value training

Individual Values, or IVs, are invisible stats that your Pokémon are born with. *Scarlet & Violet* make tracking IVs simple with the 'judge' box feature, unlockable after you beat the Pokémon League.

IVs can also be boosted by purchasing Bottle Caps at Delibird Presents and exchanging them with the Hyper Trainer at Montenevera. If you're lucky enough to find a Gold Bottle Cap, the trainer will max out all of your Pokémon's IV stats!



MONSTER MASHUPS

From historical grand strategy to all-star brawlers and cosy cafés, join us on an expedition into the world of the best Pokémon spin-offs you can play today

POKKÉN TOURNAMENT DX

Pokémon meets Tekken? Bring it!

PLAY IT ON Nintendo Switch

Pokémon battles are one of the two cornerstones of the series – the other being 'gotta catch 'em all', of course. Now, clashes in the likes of *Pokémon Scarlet & Violet* and *Legends: Arceus* are pretty cool and all... but they lack the all-out action you see in the animated series. So *Pokkén* is here to deliver some flair to the fighting!

Pokkén Tournament is a one-on-one fighting game similar to *Tekken*, *Street Fighter* and *Super Smash Bros*. This means that the focus is firmly on button-mashing, precise positioning and perfect inputs to get the edge over your opponent. While fighting games can get quite technical and difficult to get to grips with, *Pokkén* is easy to pick up and you'll be pulling off showstopping moves in no time.

The roster is a great one, too. Fighting Pokémon like Machamp and Lucario obviously fit the bill perfectly, but you can also pick up Suicune, Pikachu and Gardevoir. Heck, even Chandelure makes an appearance for some ghostly chandelier antics!

© Getty

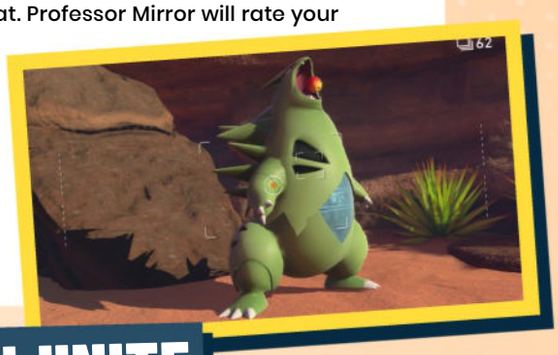
NEW POKÉMON SNAP

If it ain't bokeh, don't fix it

PLAY IT ON Nintendo Switch

The original *Pokémon Snap* was a much-loved classic that older *Pokémon* fans spoke about with nostalgic glee. However, a retro Nintendo 64 console is difficult to get hold of these days, so younger players were missing out on the fun... until now, of course. A new supercharged version of *Pokémon Snap* arrived in 2022 and dragged the photo-shooting formula through 20 years of Pokémon history to deliver an amazing update to an old favourite.

In this souped-up snapshotter, you explore the Lental archipelago: a collection of islands that Pokémon of all nations call home. Much like the original, you head on expeditions on a NEO-ONE vehicle that does all the driving for you, leaving your hands free to photograph Pokémon in their natural habitat. Professor Mirror will rate your Photodex snaps, which you can edit like a real photographer. Then you can share them online where other players can rate your images, too!



POKÉMON UNITE

Teamwork makes the dream work

PLAY IT ON Nintendo Switch, mobile

'Hero' team games like *League Of Legends* and *Overwatch* are immensely popular as they often create epic moments of victory that are similar to real-life sports. *Pokémon* fits into this formula nicely, with over 1,000 creatures to pick from, it's not exactly short on potential hero characters.

Pokémon Unite is what's called a Multiplayer Online Battle Arena (MOBA), and plays similarly to *League Of Legends*. You work with four other team members to achieve the highest score by capturing other Pokémon and defeating your opponents. You start with a relatively weak monster but throughout the ten-minute matches, you grow in power and evolve – granting you access to stronger attacks.

The roster sports over 50 favourites to choose from, including Espeon, Snorlax, Cinderace and Greninja. The best part is that *Pokémon Unite* is free-to-play, making it easy to pick up and try for yourself.

SUPER SMASH BROS ULTIMATE

Multiverse mashup!

PLAY IT ON Nintendo Switch

Nintendo's all-star brawler is a famous party game that is known for pulling in characters from all kinds of different series and pitting them against one another in a multiversal showdown. You can have Mario face off against Link from *The Legend Of Zelda*; Roy from *Fire Emblem* fight Donkey Kong; and, of course, *Pokémon* is well-represented with many iconic monsters ready to step into the brawl.

Ivysaur, Squirtle, Charizard, Pikachu, Jigglypuff, Mewtwo, Pichu, Lucario, Greninja and Incineroar feature on the roster. The best part is that *Smash* is insanely easy to pick up and get to grips with. The aim of the game is simple: knock your opponents off the arena. To do so, you can damage them with special attacks, and the more punishment they take, the easier they are to fling off the edge.

Smash is a great party game, too, with amazing multiplayer potential, so gather a few friends and discover who is the real Pokémon Master among your pals.

DETECTIVE PIKACHU (GAME)

A shocking case

PLAY IT ON Nintendo 3DS and Nintendo Switch

We've seen Pikachu perform many feats… but acting as a private eye? That's a new one. This adventure marked a first for the world of *Pokémon*, as it put storytelling in the spotlight. You play Tim as Goodman as he partners with a talking coffee-loving Pikachu to solve crimes and mysteries.

It's a nice, breezy adventure that most people can get to grips with regardless of their experience with videogames. The cast, especially the titular caffeine-addicted electro-mouse, is the major highlight. In 2023, a follow-up arrived on Nintendo Switch, *Detective Pikachu Returns*, which offers more sleuthing adventure. Set two years after the original, Pikachu and Tim are established private eyes and have a new exciting case to deal with.

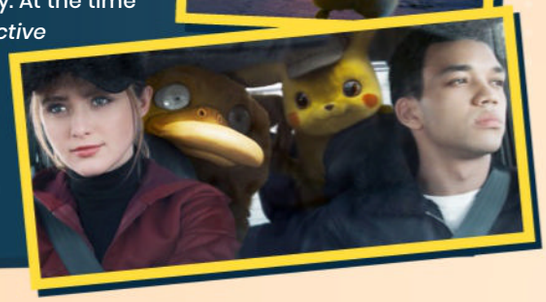
DETECTIVE PIKACHU (FILM)

Big budget glow up

WATCH IT ON Blu-Ray or available streaming services

Prepare to see the *Pokémon* world like we've never seen before! *Detective Pikachu* (the film) imagines what the Pocket Monsters might actually look like if they were real. This means Pikachus with actual *fur*, scaly Charizards and creepy human-Ditto doppelgangers. This cinematic adventure really is a feast for the eyes, and we haven't even talked about anything else yet!

Ryan Reynolds plays the starring gumshoes alongside Justice Smith as Tim, and the unlikely pairing makes for some funny and touching scenes together as the dynamic duo peel away the central mystery. At the time of its release, *Detective Pikachu* was the most successful videogame movie ever, and a sequel is being worked on as you read this.



POKÉMON CONQUEST

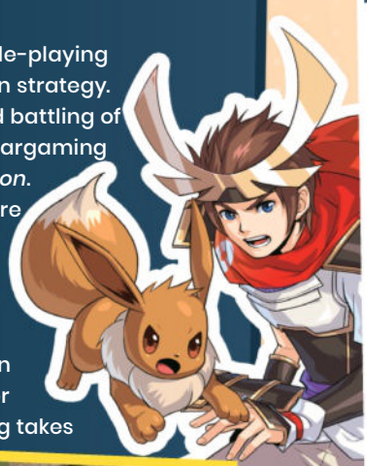
Making history

PLAY IT ON Nintendo DS

This is a unique one: a *Pokémon* role-playing game that places an emphasis on strategy. It blends the creature-capturing and battling of the core series with the thoughtful wargaming of a series called *Nobunaga's Ambition*. It's a historic turn-based battler where you position your Pokémon on the battlefield like chess.

Considering the *Nobunaga's Ambition* games are complex titles, *Conquest* is easy to pick up. Pokémon only use one move instead of four, for example, and the creature-capturing takes place in a minigame where you press buttons in time with prompts on the screen.

Sadly, *Pokémon Conquest* is rare. It was only released for the Nintendo DS and today it's difficult to come across on the second-hand market.



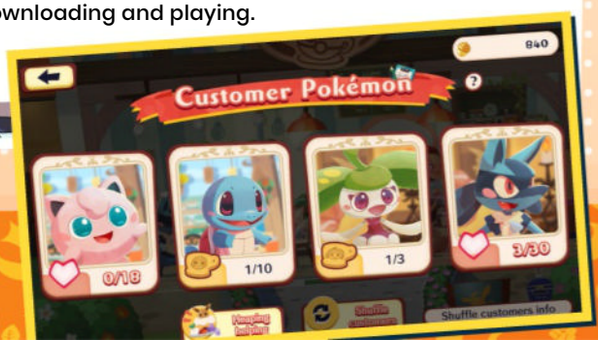
POKÉMON CAFÉ REMIX

Gotta serve 'em all!

PLAY IT ON Nintendo Switch, mobile

Humans love hanging out at a café, so why not Pokémon too? In this puzzler, you are the proud owner of a fine establishment that caters solely for Pocket Monsters. With each order, you need to complete puzzles to serve up a tasty treat to your customers. The puzzles feature a collection of faces, and using the touchscreen, you trace a line to as many matching icons as possible to clear them – being careful to avoid obstacles. Clear the order and you earn a star, collect enough stars and you can recruit the Pokémon as a member of staff.

This is a free-to-play game, where you have a certain amount of 'lives' which refresh over time. Just make sure to ask your parent's permission before downloading and playing.



POKÉMON SLEEP

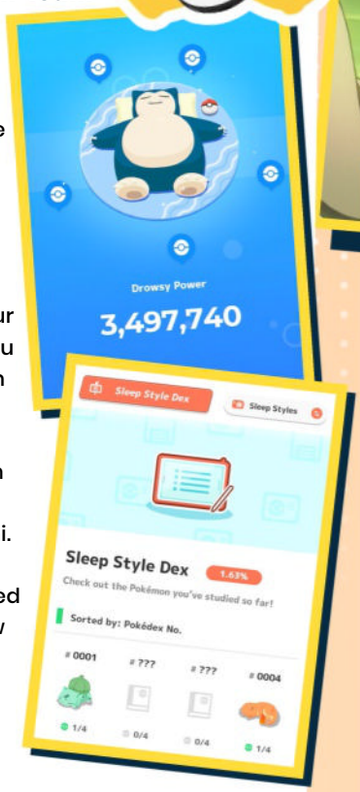
Build your personal dream team

PLAY IT ON Mobile

While not a traditional game as such, *Pokémon Sleep* is a handy tool that has game-like elements added to it. As you might have guessed from the name, it's a sleep-tracking app that grants rewards based on how well you slumber.

All you need to do is leave your phone by your bedside while you do your best Snorlax impression at night. As you sleep, you are visited by different Pokémon, and the more you progress with your snoozy experiences, rarer creatures will stop by and say hi.

All of this is done to help Professor Neroli, who is interested in the power of Snorlax and how it draws in nearby Pokémon to sleep with it. You can feed Snorlax berries and cook its meals, which enhances your 'Drowsy Power'. Fingers crossed *Pokémon Sleep* becomes compatible with *Pokémon Home* so you can take your slumber buddies on more adventures!



POKÉMON ORIGINS

Back to where it began

WATCH IT ON Pokémon TV

Effectively a retelling of the original *Pokémon Red* but in anime form, *Pokémon Origins* adopts a slightly more gritty tone in its storytelling and animation. It follows Red on his quest to defeat the Gym Leaders of the Kanto region, challenge the Pokémon League and complete the Pokédex for Professor Oak, all in the name of becoming a Pokémon Master. Along the way, he's dogged by his cocky rival, Blue, but he has a faithful Charmander by his side to see him through the adventure – along with an impressive bunch of partners he captures along the way.

This limited series served as an introduction to Mega Evolutions, with Red's Charizard transforming into Mega Charizard X when battling against Mewtwo.

POKÉMON GENERATIONS

Adventures across the globe!

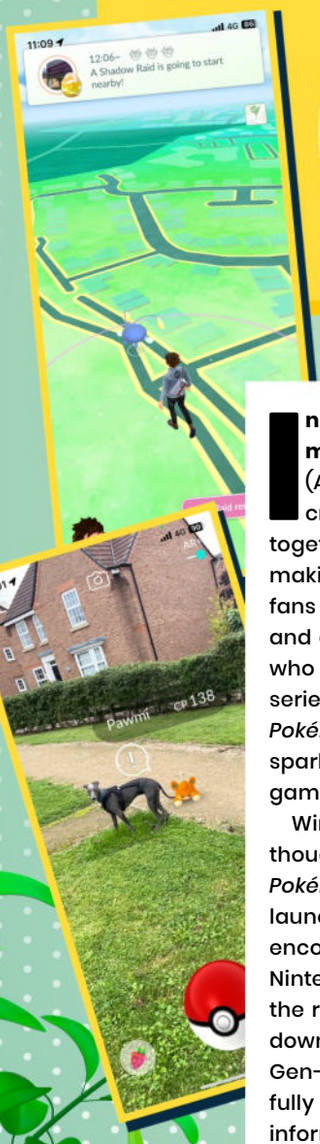
WATCH IT ON Pokémon TV

Acting as a celebration of all things centred on the main *Pokémon* games up to *Sun & Moon*, the *Pokémon Generations* anime series revisits key moments in the Poké-canon and highlights some new adventures. From more direct retellings such as Red clamouring to capture a Pikachu, to deep cuts like a detective on the heels of crime boss Giovanni in Viridian City, *Generations* expands the *Pokémon* world, granting us a new perspective on well-trodden adventures.

One of our favourites is episode 13: 'The Uprising'. Taking place in Unova as Team Plasma reveals its castle base, the Gym Leaders of the region unite to stop their plans. Another is Episode 9: 'The Scoop' where Hoenn's news team Gabby and Ty witness a clash between Deoxys and Mega Rayquaza.

Pokémon Go

By bringing the catching concept to mobile, Niantic returned the series to its roots and inspired all generations of fans



In almost every respect, it was a match made in heaven. The augmented reality (AR) capabilities of smartphones and the creature-collecting hook of *Pokémon* came together brilliantly in 2016, simultaneously making the dreams of longtime franchise fans come true while also proving simple and engaging enough for mobile players who didn't even grow up with Game Freak's series. This was the beauty and magic of *Pokémon Go* when it was unleashed, and it's this spark of imagination that continues to make the game popular and successful to this day.

Winding the clock back to the very start, though, there's no denying the hold that *Pokémon Go* had over the world when it first launched. For the first time, people were encouraged to break free of their handheld Nintendo device's screen and start exploring the real world, all in the hopes of holding down Gyms and catching digitised versions of Gen-one creatures – it was the *Pokémon* fantasy fully realised for the modern age. Utilising the information provided by Google Maps all this came to be and was made possible flawlessly, as players could be sighted across countries catching and fighting Pokémon on behalf of one of three teams: Valor, Mystic and Instinct.

Pocket perfection

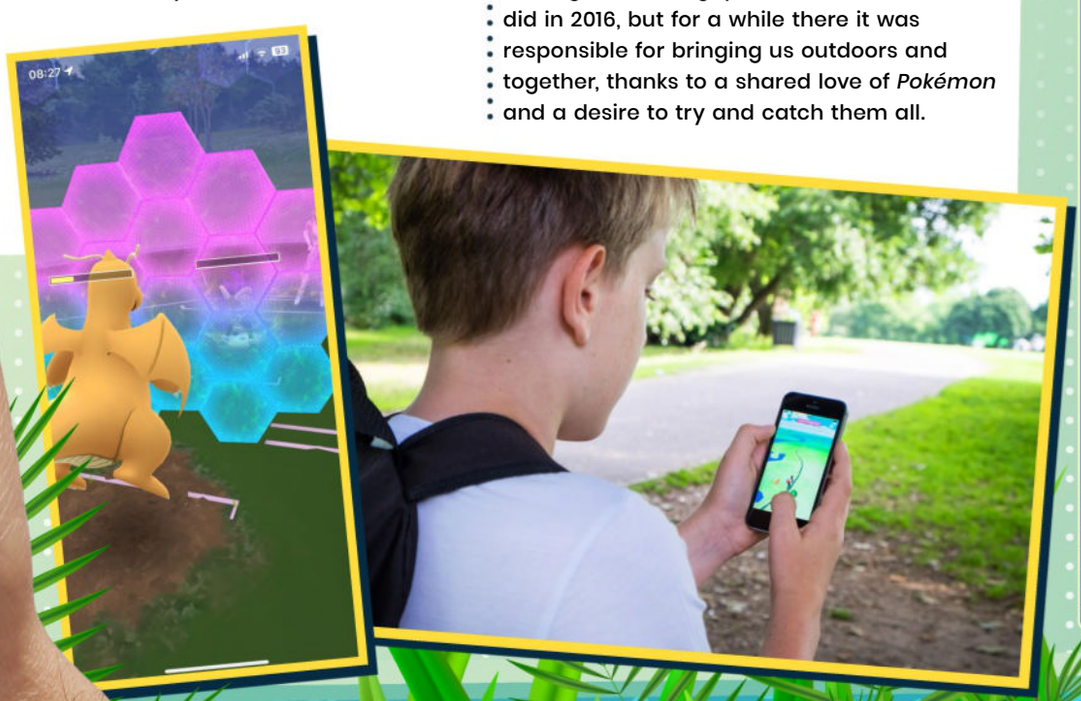
It certainly was a stroke of genius to keep the number of catchable Pokémon at launch solely to the original 150. Walking along your local street to see a Pikachu or Pidgeotto hop out in front of you instantly meant more than if, say, an Inkay or Hawlucha appeared. It was also a way for Niantic to lessen the development load on itself, too, ensuring a better balance in the game while still making shiny variants of certain Pokémon something special for players to seek out and laud over. Did *Pokémon Go* tap into people's deep-rooted nostalgia to generate this engagement and eventually monetisation? Of course. But it mostly had good repercussions.

During the summer of 2016, purely thanks to *Pokémon Go*, it was impossible to go outside in any populated area and not see clusters of folk milling around and holding up their phones. The app encouraged people to get out of the house, walk around and exercise in a way more successful than any gimmicky Nintendo game before – no peripheral required. And while the actual act of battling, catching and evolving Pokémon could be boiled to simply a few screen taps, the social aspect saw it accomplish something far more revolutionary.

> "The app encouraged people to get out of the house"

World domination

Many other franchises like *Ghostbusters* and *Harry Potter* have sought to capture the magic of *Pokémon Go*, but most quickly went out of fashion due to how forced the real-world AR elements often felt by comparison. Today, there are well over 700 different Pokémon available to trade and catch, and a total of 34 countries to do it in. *Pokémon Go* might not still grip the world like it once did in 2016, but for a while there it was responsible for bringing us outdoors and together, thanks to a shared love of *Pokémon* and a desire to try and catch them all.



FIVE POKÉMON GO RULES

DON'T GO OUT ALONE

Pokémon Go is best experienced and safer played together. That's why we wouldn't recommend you go out alone. Form a team and help one another achieve greatness.

WEAR YOUR TEAM COLOURS

Be sure to let your fellow *Pokémon Go* trainers which team you belong to while playing by wearing your team's colours. Red for Valour, yellow for Instinct and blue for Mystic.

TRADE POKÉMON FOR CANDIES

Pokémon Go encourages you to catch multiples of the same Pokémon to level them up and evolve them. However, when you have excess Pokémon you don't need, be sure to transfer Pokémon to the Professor Willow to receive helpful candies in return.

ONLY FIGHT BATTLES YOU CAN WIN

Be careful about the battles you choose to engage with. Because as much as you might want to claim a certain location, your 55CP Charmander is bound to struggle against a 50,000CP Garados. Pick your battles (literally) and slowly build your way up.

KNOW POKÉMON TYPE STRENGTHS AND WEAKNESSES

Everyone knows that each Pokémon type is both stronger and weaker than at least one other Pokémon type. Fire is strong against Grass and Ice, for instance, while being weak against Rock and Water. Be sure to brush up on each type's strengths and weaknesses before venturing out.

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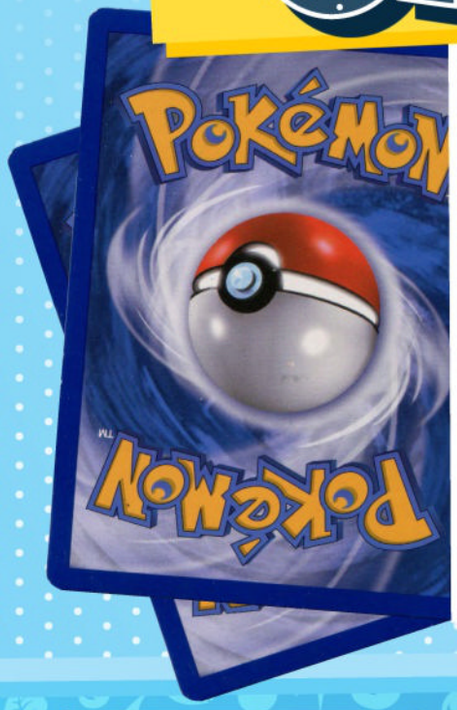
CLASH OF CARDS

How does Pokémon's Trading Card Game work, and how did it take the world by storm?



With a slogan like 'Gotta catch 'em all', it makes sense that *Pokémon* entered the world of trading card games with a boom. Since its release in 1996, the *Pokémon Trading Card Game*, or *TCG*, has taken over the world. The first set of cards, the 'Base Set', featured most of the Generation I Pokémon, with more being released later as separate packs. Back then, many fans were out to get a super-rare Charizard that dealt out 100 damage with its Fire Spin! While collecting is a huge part of *Pokémon TCG*, it is also a competitive game for people to play together. The game is going strong today, with billions of cards sold and a thriving tournament scene, with the World Championships drawing thousands of competitors to the event each year.

CARD TYPES

Get to know the cards and how they work

POKÉMON CARDS

These are played on the field and used to combat your opponent's Pokémon cards. Each monster card has a type, hit point value and at least one ability or attack. Only Basic (and EX Pokémon) can be placed straight onto the field, but you can evolve them later.

STADIUM CARDS

Only one Stadium card can be on the field at a time, but their effects can work for both you and your opponent. Once played, a Stadium card stays in effect until another card removes it or another Stadium card is played, discarding the current one.

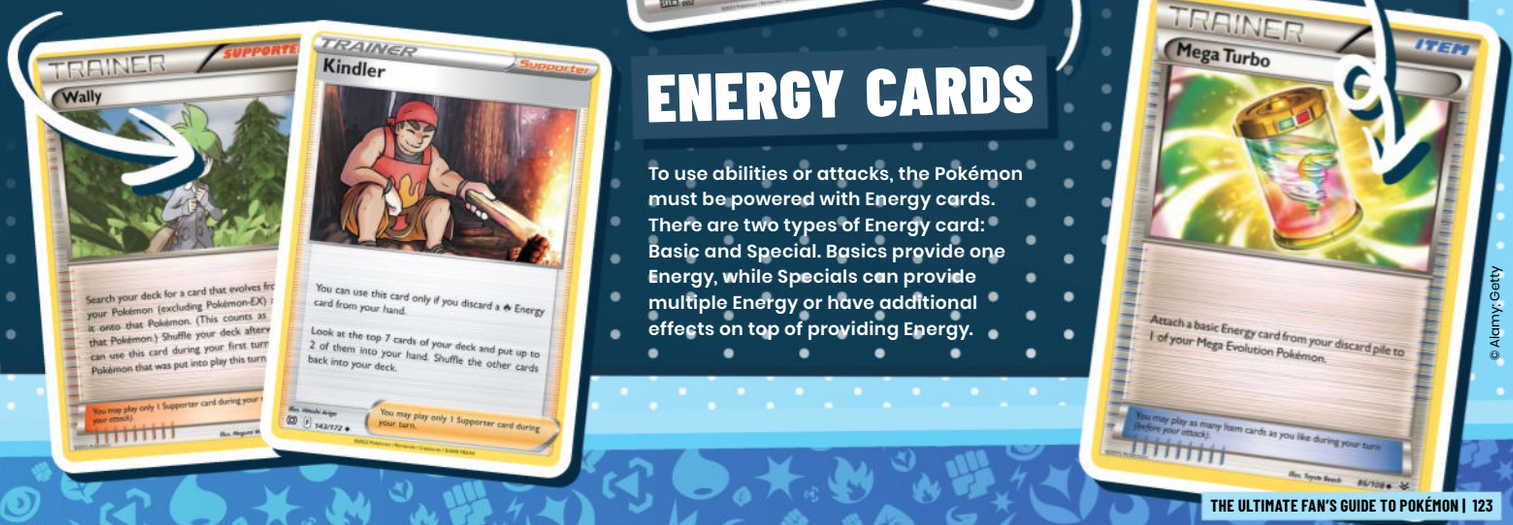
SUPPORTER CARDS

This type of Trainer card typically features an image of a Trainer from the Pokémon videogames or anime. Only one Supporter card may be played in a turn, and these will typically benefit you by drawing extra cards or getting cards back from the discard pile.

> "To use abilities or attacks, the Pokémon must be powered with Energy cards"

ITEM CARDS

Another Trainer card, these differ from Supporters as you can use multiple Item cards in one turn. The cards are typically of items used in the videogames, such as Poké Balls, incense and potions. Some may require you to flip a coin to see if its ability succeeds.



ENERGY CARDS

To use abilities or attacks, the Pokémon must be powered with Energy cards. There are two types of Energy card: Basic and Special. Basics provide one Energy, while Specials can provide multiple Energy or have additional effects on top of providing Energy.

© Alamy, Getty

THE AIM OF THE GAME

How you win is up to you

There are three ways you can win a game. In a typical game, each player starts with six Prize cards laid face-down to the side of the playing field. The amount of Prize cards can be fewer if you are using a smaller-than-normal deck size – three if you are playing with a 30-card deck, for example. These Prize cards are taken from the top of the deck at the beginning of the game after it has been shuffled. You are not allowed to look at these cards, so no peeking! Each time a player's Pokémon is knocked out, their opponent can take a Prize card into their hand. Some Pokémon allow players to win two Prize cards, but typically, you can only claim one. The game will end once one player has collected the last of their Prize cards. Another way to win is by knocking out all of your opponent's Pokémon from the Active Spot and there are no others left in the Bench. The game can also end once one player runs out of cards in their deck and they can no longer draw a card at the beginning of their turn.

POKÉ FACTS

Every year, master TCG players gather at the Pokémon TCG World Championships. In 2023, they were held in Yokohama.

KEY STRATEGIES

Top tips for building a successful deck

There are many ways to build a deck. One way is to buy Battle Decks, which are premade groups of 60 cards. These can help create the basic structure of a deck. Another way is to look online for reports on tournament players and what decks they are using, and then modify them with cards you own.

Try not to put too many different types of Pokémon in your deck, as you would need a lot of Energy cards to make sure the Pokémon could attack. The way you've built your deck will determine how you will play in the game. There are three main types of decks you can build...

AGGRESSIVE

These decks rely on using powerful Pokémon to knock out your opponent's and claim prize cards.

DISCARD

Also known as 'mill', most of your cards will cause the other player to draw or discard cards so that they go through all of the ones in their deck, and you can win.

STALL

Using Pokémon with high HP and healing items or other cards that prevent damage. Your goal is to draw out the game so, like with a discard deck, you will win by your opponent running out of cards in their deck.

> "Try not to put too many different types of Pokémon in your deck"

POKÉMON TCG LIVE

The full Pokémon Trading Card in the palm of your hand

Want to play the *Pokémon Trading Card Game* against other players around the world but from the comfort of your home? Want to try the game without having to pay for a deck of your own? Well, *Pokémon TCG Live* is a version of the same card game but played through your smartphone, tablet or laptop. It is free to download on Android and iOS devices, and it is also available on Windows and Mac computers. If you've never played *Pokémon TCG* before, the app will take you through a tutorial to bring you up to speed – making it ideal for beginners. There are a couple of ways to play the game. You can complete daily challenges designed to test and improve your skills, play casual games with friends or compete against players over the internet. No matter if you're after a relaxing time or looking for something competitive, the *Pokémon TCG Live* app will be able to provide something entertaining for you.

If you buy new booster packs of the physical *Pokémon TCG* game, inside the pack will be a code that you can use in the *Pokémon TCG Live* app to get new cards.

© Alamy, Getty

WHERE TO WATCH

With over 1,000 episodes to watch, getting into the *Pokémon* animated series can be daunting. Luckily, it doesn't really matter where you start, and you can watch episodes officially at watch.pokemon.com

THE ADVENTURES OF ASH KETCHUM

© Getty; Alamy

Now his journey is over, let's recap the story of the greatest Trainer in all of Pokémon!

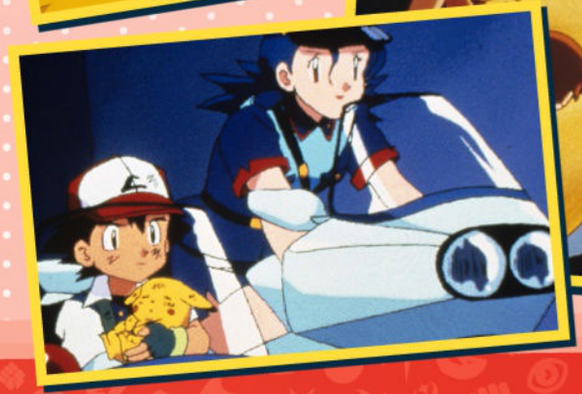
The beauty of the *Pokémon* videogames is that they let any one of us become a Pokémon Master... but what *is* a Pokémon Master, exactly? The truth is, there is no official answer. You could be the Elite Four's Champion, Pokédex-completer or a mixture of both. Being a Pokémon Master, it seems, is a goal you set yourself. You need to be dedicated, have lofty ambitions, and not be afraid to give up when the going gets tough... in a nutshell, you have to be just like Ash Ketchum from the *Pokémon* animated series.

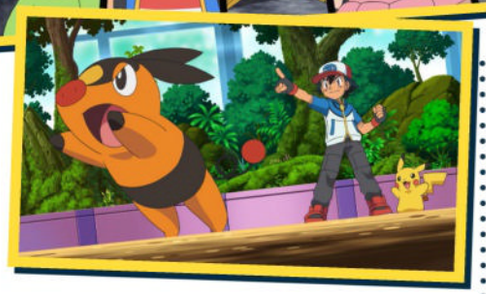
Ash has always wanted to be a Pokémon Master. Ever since he first left Pallet Town in Kanto, he has had a burning desire to be the best like no one ever was, and that means challenging Gym Leaders and beating the Pokémon League. That drive has led him on a merry series of adventures across the entire *Pokémon* world. He's forged unbreakable friendships, won more Gym Badges than you can shake a Charmander tail at, and, of course, become partners with countless Pokémon, not least his loyal Pikachu companion.

A shocking start

When we first meet Ash in the episode 'Pokémon – I Choose You!', you wouldn't think he was the hero we would follow for over 20 years. He complains, is as lazy as a Slakoth, and expects victory to be handed to him. It is no surprise, then, that the Pikachu he's given by Professor Oak isn't too fond of him. After learning the virtue of responsibility by defending his new yellow-furred friend from a storm of Spearows, Pikachu and Ash gain respect for one another, and Ash learns his first important lesson: Trainers and Pokémon must work together.

The plucky young man takes this idea to heart, and he tries to befriend every Pokémon he meets on his adventures across the world. Much like his last stand with





Pikachu, Ash puts everything on the line with other Pokémon such as Charizard, Greninja and Sceptile, and they repay the favour by proving to be formidable forces in his most fierce battles!

Brocky relationships

Where is the joy of travelling on an epic adventure without friends? Of course, Ash has his Pokémon, but they can't exactly hold a conversation. He needs humans to help and uplift him along the way. The tradition began on his first quest in Kanto when he ruined a young woman called Misty's bike. (In his defence, he was trying to save Pikachu!) Misty followed Ash to make sure he'd pay her, but the odd couple soon became friends and travelling companions. Next, the Pewter City Gym Leader, Brock, joined the adventuring party spying that travelling across Kanto could help fuel his dream of becoming a Pokémon breeder.

> "Every hero needs a villain, and Ash and Pikachu have three"

Each member of the group has their own challenges to overcome, including Misty, who has to step up to the role of becoming Cerulean City's Gym Leader, and Ash and Pikachu are always the first to jump to their friends' aid. While the original trio are iconic, nothing good lasts forever and Ash parts ways with his pals when he enters new regions, picking up new besties from the Orange Islands, Hoenn, Sinnoh, Unova, Kalos, Alola and Galar.

Blasting off

Every hero needs a villain, and Ash and Pikachu have *three*. Jessie, James and Meowth, three rejects from Team Rocket stalk our heroes' footsteps and come up with madcap ways to try and kidnap Pikachu to present to their boss, Giovanni. Always introducing themselves with their infamous motto, Team Rocket sometimes have adventures of their own and pick up rosters of Pokémon that they, too, share strong bonds with.

The thing is... they're not *that* bad. Jessie, James and Meowth seem to just like the thrill of the hunt, and they all come from backgrounds where they could have been good folks in

themselves. Jessie might have been a nurse, James a wealthy heir and Meowth a Robin Hood-style figure in a street gang of merry Meowths. We've even seen Team Rocket try and help Ash and his friends when the going looks really tough – such as bringing down Team Plasma or freeing the Legendary Birds in *Pokémon The Movie 2000*.

Legendary adventures

Most of Ash's day-to-day activities involve small-scale problems such as a snoozing Snorlax blocking a river but now and then, he gets to meet some of the most rare and Legendary Pokémon ever committed to a Pokédex. From the very first episode where he glimpses a Ho-Oh gliding through the sky, to raising Nebby into a Solgaleo with Lillie and bravely facing down Mewtwo during its clash with Mew.

Despite countless Legendary and Mythic encounters, Ash hasn't owned many of these rare and coveted Pokémon. He can only count two among those he's travelled with as official partners: Meltan/Melmetal and Poipole/Naganadel – the second one being a mysterious Alolan Ultra Beast.

Becoming the best

For a long time, we thought Ash's quest would go on forever. He'd entered countless tournaments, only to fall short at the final hurdle. In Alola, he finally won his first Pokémon League Champion title by besting Gladion in a Lycanroc-versus-Lycanroc showdown at the Manalo Conference finals. Strangely, Ash beat a league before that: the Orange Islands' Orange League but as that nation isn't an 'official' region, many people tend to discount that victory.

Despite his Manalo title under him, Ash still wanted to prove himself on the worldwide stage: and he did just that. After winning the Masters Eight Tournament of the Pokémon World Coronation Series, which featured old rivals, Champions and more, Ash is officially the strongest Trainer in the Pokémon World. Surely he's fulfilled that 25-year goal of being a Pokémon Master?

Ash's answer? He wasn't sure! Our indomitable hero's on-screen journey concluded with a final arc exploring what it means to be a Pokémon Master – revisiting old allies, humbled rivals and, of course, his partner Pokémon. In the end, Ash determined that a Pokémon Master is someone who is a friend to all Pokémon, and so his renewed quest began, stepping out of his Pallet Town home with Pikachu as the inseparable duo ventured out into the world once again.

HOW THE POKÉMON STORY CONTINUES TODAY

Ash might not be on our screens anymore, but the *Pokémon* journeys continue on! Featuring two brand-new heroes, Liko and Roy, the new animated series *Pokémon Horizons* marks a fresh start. Our duo joins the Volt Tacklers, an adventuring group led by Professor Friede and his Captain Pikachu, and together they journey across the *Pokémon* world, getting into all sorts of nonsense. Both Liko and Roy have a strange heirloom – a pendant and an old Poké Ball – which adds some tantalising mystery, making us hungry to learn more!

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ULTIMATE FAN'S GUIDE TO POKÉMON

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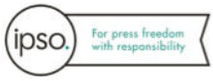

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